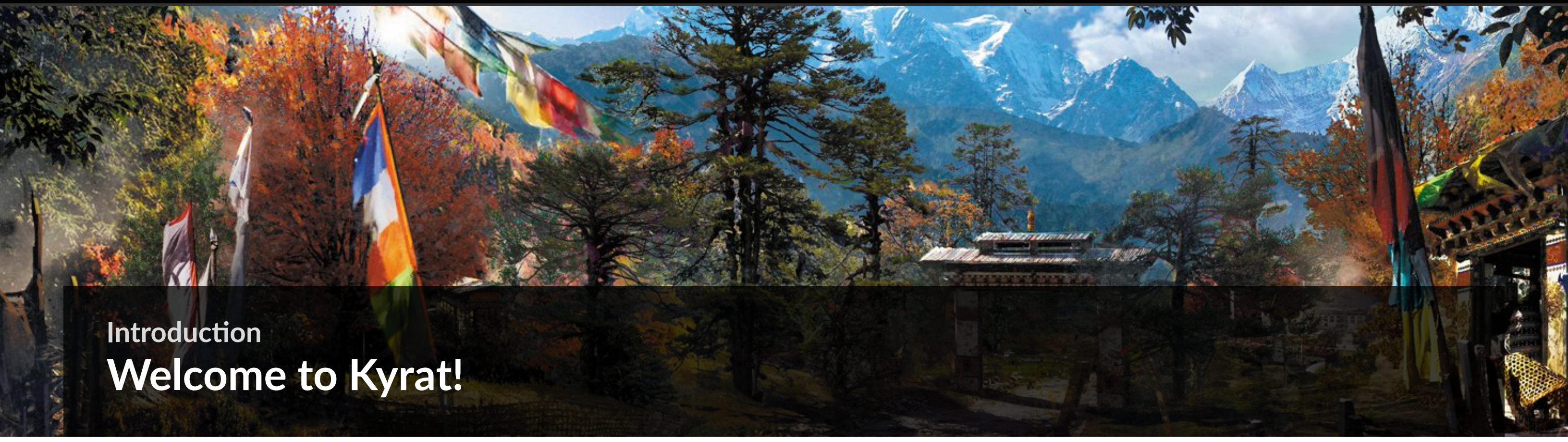


Introduction

Welcome to Kyrat!

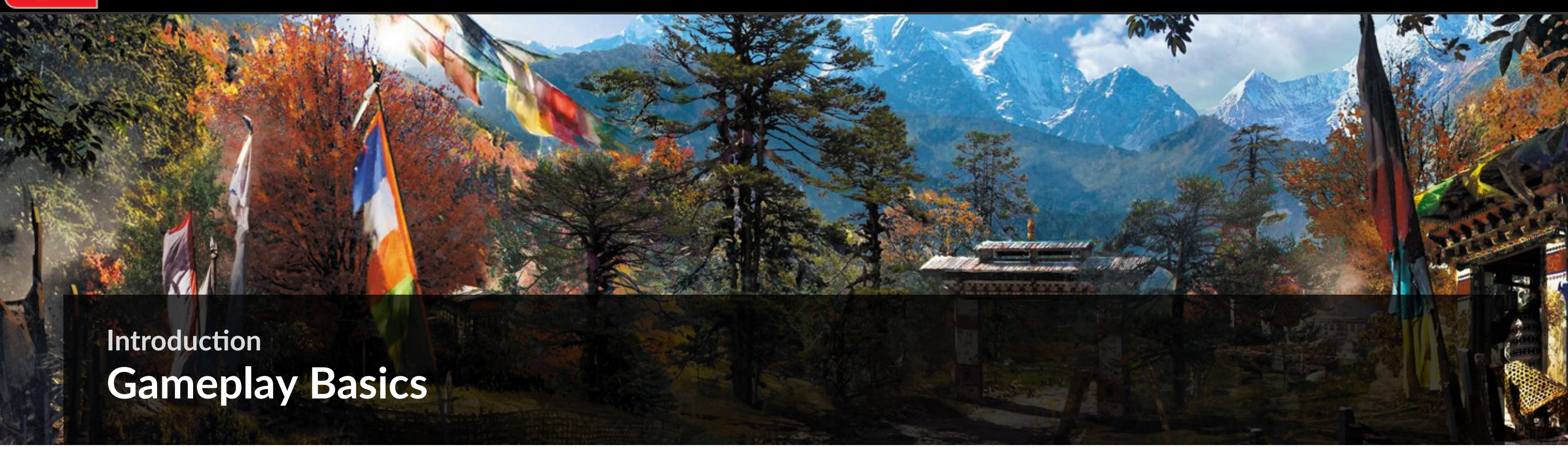
You are Ajay Ghale, on a journey to scatter your mother's ashes in the distant homeland she left when you were only an infant. It's just like where you live...except murderous soldiers are out for your blood, the animals hunt the people, and its ruler, Pagan Min, is an eccentric psychopath who recognizes you the minute you step off the bus.

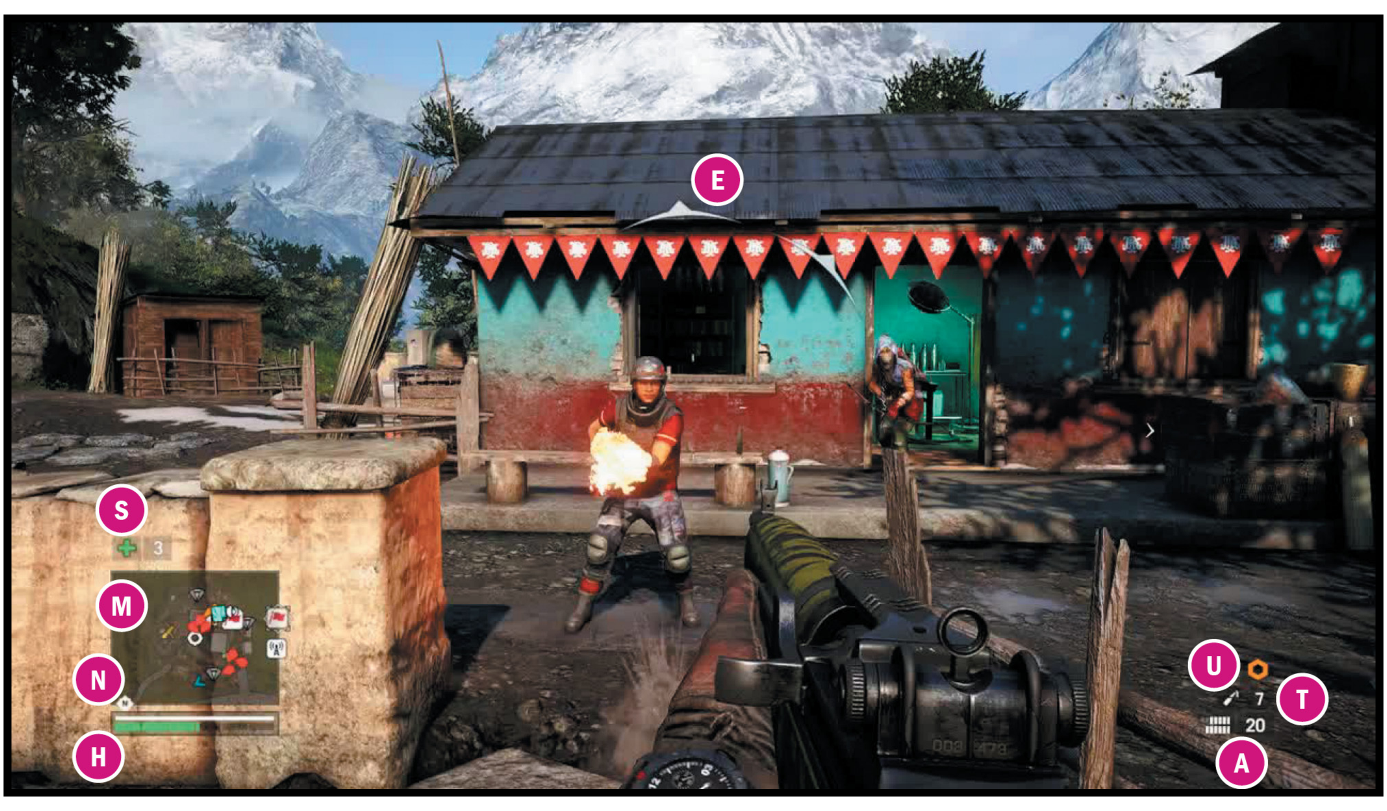
What's an adventurer who values his or her skin to do? Crack open this guide, of course. We'll start with a brief download of the game's basic systems, make a quick stop at character skills so you can custom-craft Ajay's abilities to your specific play style, then take a full tour of the various mission types. We'll introduce all the major and minor characters, and give you the lowdown on the vehicles, weapons, and wildlife of Kyrat. We'll show you what to collect, what to hunt, and what to make out of the skins.

Once that's done, it's time to head out into the game world. We'll guide you through every step of the multi-threaded main campaign, explaining how the missions change based upon the decisions you make. We'll coach you through every bonus mission; equip you with the intel to conquer every tower, outpost, and fortress; and make sure you dominate each and every one of more than 100 quests and activities, from assassinations to fashion shows. And we'll polish it off with a full achievement/trophy list and all the info you need to hunt down every collectible. Even the ones twenty feet underwater.

One quick note: We've done our best to make sure this guide is useful cover to cover, but that doesn't mean you should read it front-to-back. Kyrat's an open world, so you can bounce from a campaign mission to a tower takeover to a survival race to a rhino hunt to an outpost defense to a bonus trip to Shangri-La then back to the campaign. And we've got your back through it all. Just check the Table of Contents and click to the section you need.

So what should you do first? Whatever you want. It's an open world, baby! You just need to conquer it.

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A

THE HUD

Far Cry 4's HUD isn't flashy, showy, or intrusive, but it still conveys a remarkable amount of information.

S **Health syringes available:**Use 'em if you've got 'em. Because if you don't, the guy who loots your corpse definitely will.

H **Health:**The green blocks are your health, and the white line above represents your body armor.

M **Mini-map:** The red teardrops show you where your enemies are standing and which way they're looking. Allies show up as blue teardrops or arrows. And you're the white one in the center. Features like vehicles, mortars, and nearby collectibles also appear, and if you see a yellow diamond, go toward it—it's your mission objective.

A **Ammo:** The blocks represent the shells in the weapon you currently have equipped. The number is the ammo you have yet to load.

T **Throwables:**Your currently equipped throwable item, from grenades to meat, and how many you're carrying.

U **Upgrade ready:**The orange bolt here signals you've collected enough skins to craft an upgrade.

N **Compass:**The white circle rotating around the mini-map's edge always points north.

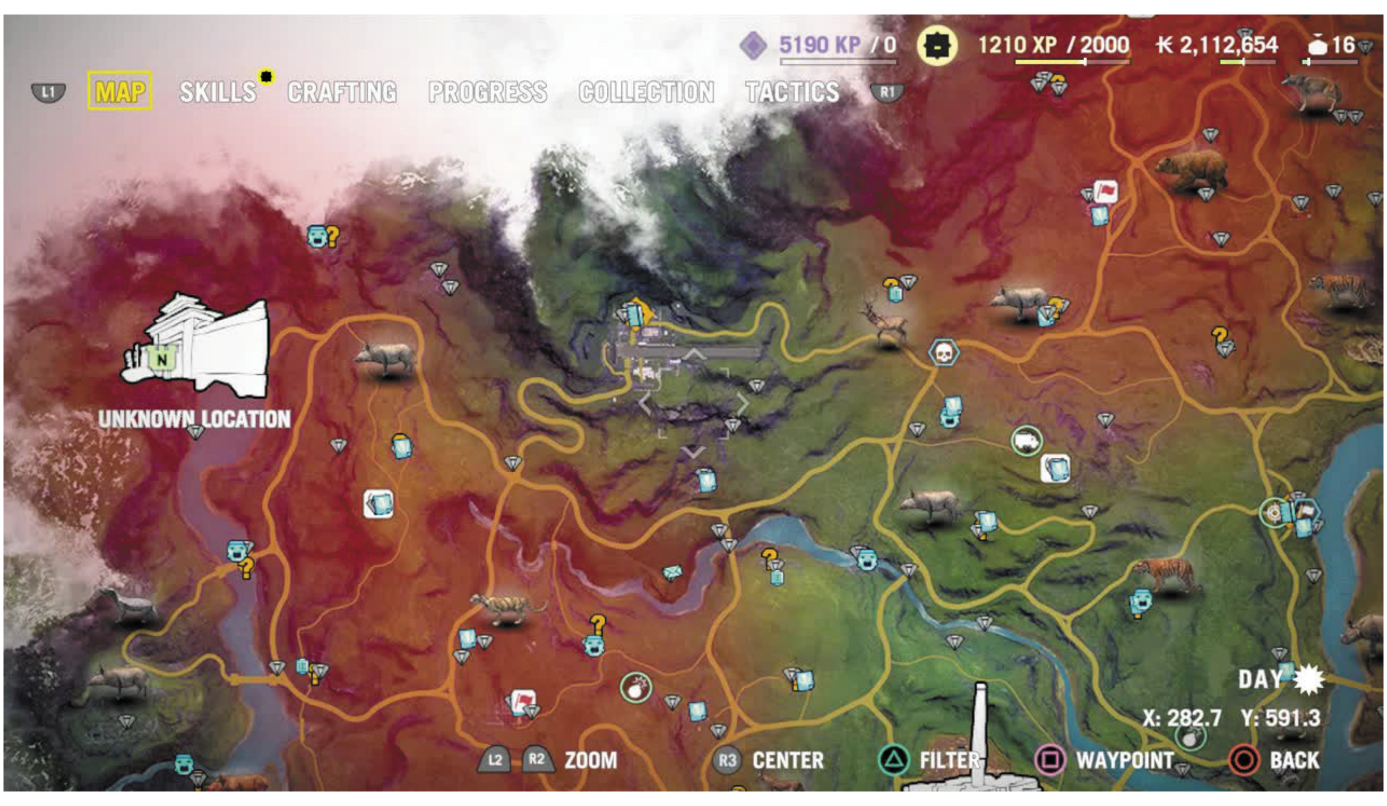
E **Enemies:** When an enemy is in range, a white arrow will appear and begin to widen. If it reaches full width and flashes, they've seen you (and are probably trying to shoot your face).

TIP

You can still heal even if you're out of health syringes. It just takes longer without the juice.

THE MAP

The map in *Far Cry 4* is one of your most valuable tools. Zoom all the way in and you can examine Kyrat's crazy topography, track collectibles and mission markers, and even see what animals are common in a particular area. Pull back, and you get a satellite's-eye view of the territory you control. And at any level, you can set waypoints and let the game show you the best roads to take you there.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L1
MAP
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PROGRESS
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TACTICS
R1
UNKNOWN LOCATION
DAY
X: 282.7 Y: 591.3
L2 R2 ZOOM
R3 CENTER
FILTER
WAYPOINT
BACK

TIP

You can fast travel at any time. If you're near death, just pop into the menu and fast travel to a safehouse.

THE TRADING POST

Far Cry 4 offers you three ways to sell your booty and buy weapons and supplies. First is a store, complete with a shopkeeper who insists upon engaging you in conversations you really don't want to have. Second is a weapons cabinet, which you'll find in every safehouse you visit. Third is the sherpa, a living, breathing, wandering gun store who you can find roaming around even the most dangerous enemy territory. Every store has the same stock and prices at any given time, so feel free to use whichever is most convenient.

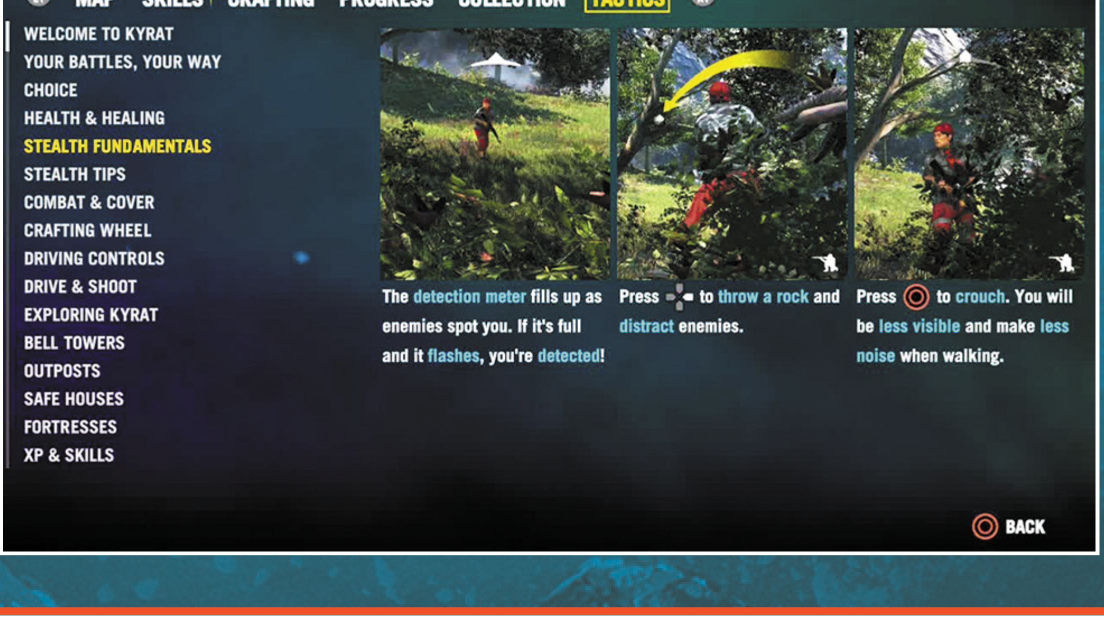
A contact is waiting to meet you
HOLD Trade
8
110

HOW DOES HE CARRY IT ALL?

More importantly, any time you pick up a weapon in the wild and bring it back to a trading post, you unlock that weapon for the rest of the game, free of charge. All the more reason to whack that enemy pointing a laser-guided rocket launcher at you.

Any Questions?

All this complexity can be a lot to absorb, but don't fret. *Far Cry 4* has a very detailed in-game encyclopedia. If you ever need to remind yourself how any of the in-game systems work, just head into the menu, select the "Tactics" tab, and soak up the knowledge.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MAP
SKILLS
CRAFTING
PROGRESS
COLLECTION
TACTICS
WELCOME TO KYRAT
YOUR BATTLES, YOUR WAY
CHOICE
HEALTH & HEALING
STEALTH FUNDAMENTALS
STEALTH TIPS
COMBAT & COVER
CRAFTING WHEEL
DRIVING CONTROLS
DRIVE & SHOOT
EXPLORING KYRAT
BELL TOWERS
OUTPOSTS
SAFE HOUSES
FORTRESSES
XP & SKILLS
BACK

The detection meter fills up as enemies spot you. If it's full and it flashes, you're detected!

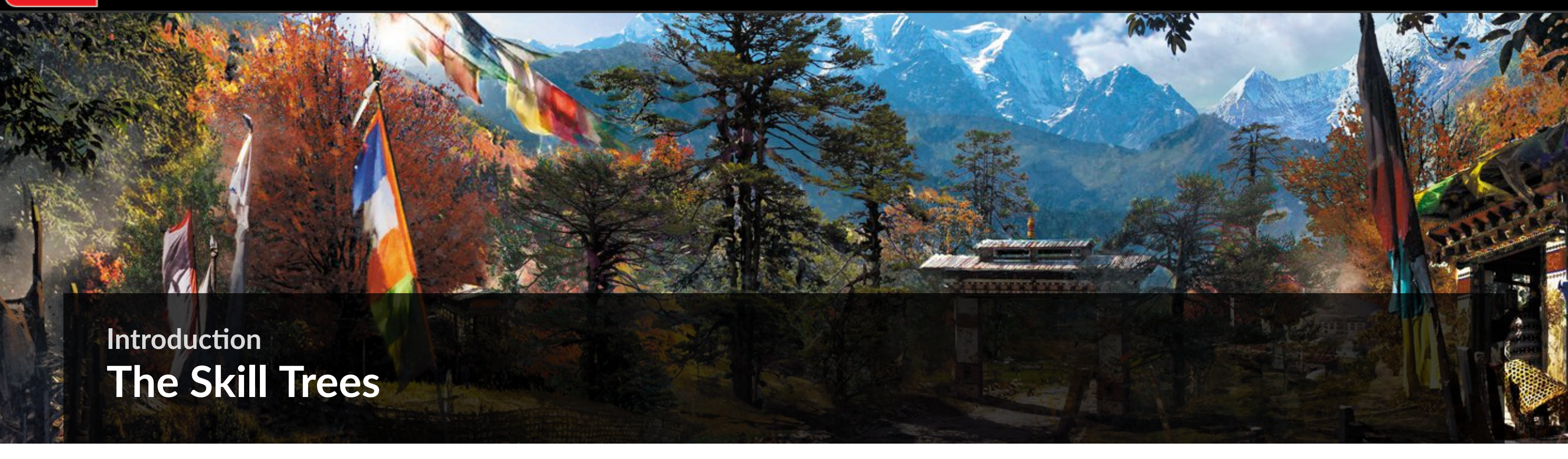
Press ✥ to throw a rock and distract enemies.

Press ◎ to crouch. You will be less visible and make less noise when walking.

HOW TO PLAY

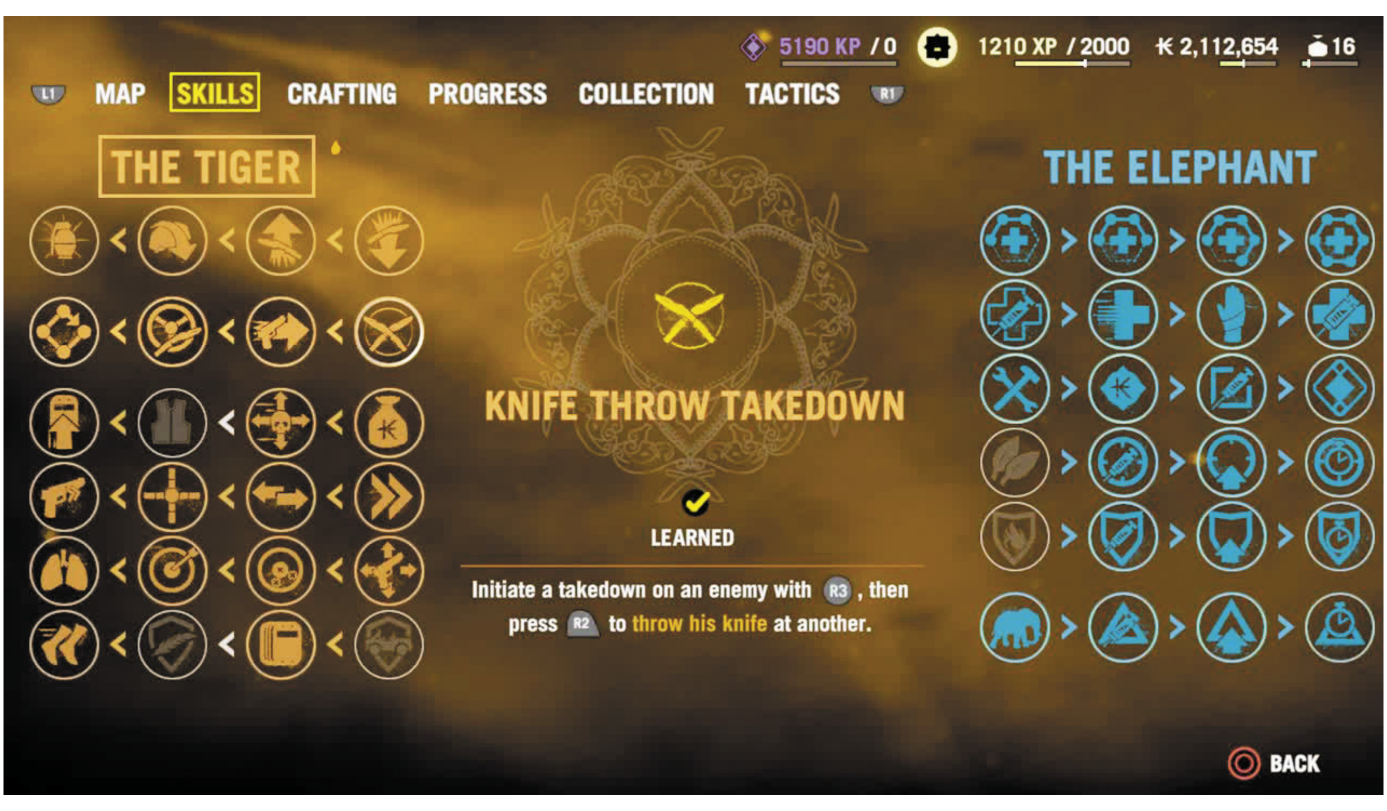
This is going to be a short section, because *Far Cry 4* is all about enabling you to play any way you want. If you love the smell of gunpowder in the morning, lock and load the heavy ordnance and health packs and roll out. If you'd prefer a stealth approach, strap on some silenced weaponry and assassination moves. And if you'd rather do the long-range thing, grab a sniper rifle and some mines and explosives (just in case). Whatever your personal gameplay style, *Far Cry 4* will make it work.

That said, some strategies work better than others. For the most part, this guide will favor a blended approach in which we use sniping to soften up the opposition, stealth in, and unleash the big guns when things get hairy. But there will almost always be other strategies and paths that work just as well, possibly even better, so you absolutely should experiment.



Introduction

The Skill Trees



Initiate a takedown on an enemy with R3 , then press R2 to throw his knife at another.

As you kill enemies and fulfill objectives in *Far Cry 4*, you'll earn Experience Points, also known as XP. And as you earn XP, you'll earn Skill Points, which are used to unlock new abilities for Ajay and further customize his skills to your play style.

Each skill belongs to one of two "trees", the Tiger or the Elephant. You begin the game with access to only the first six skills in each tree, but as you activate those skills and complete prerequisites like completing quests and activities and exploring Shangri-La, more advanced abilities will unlock.

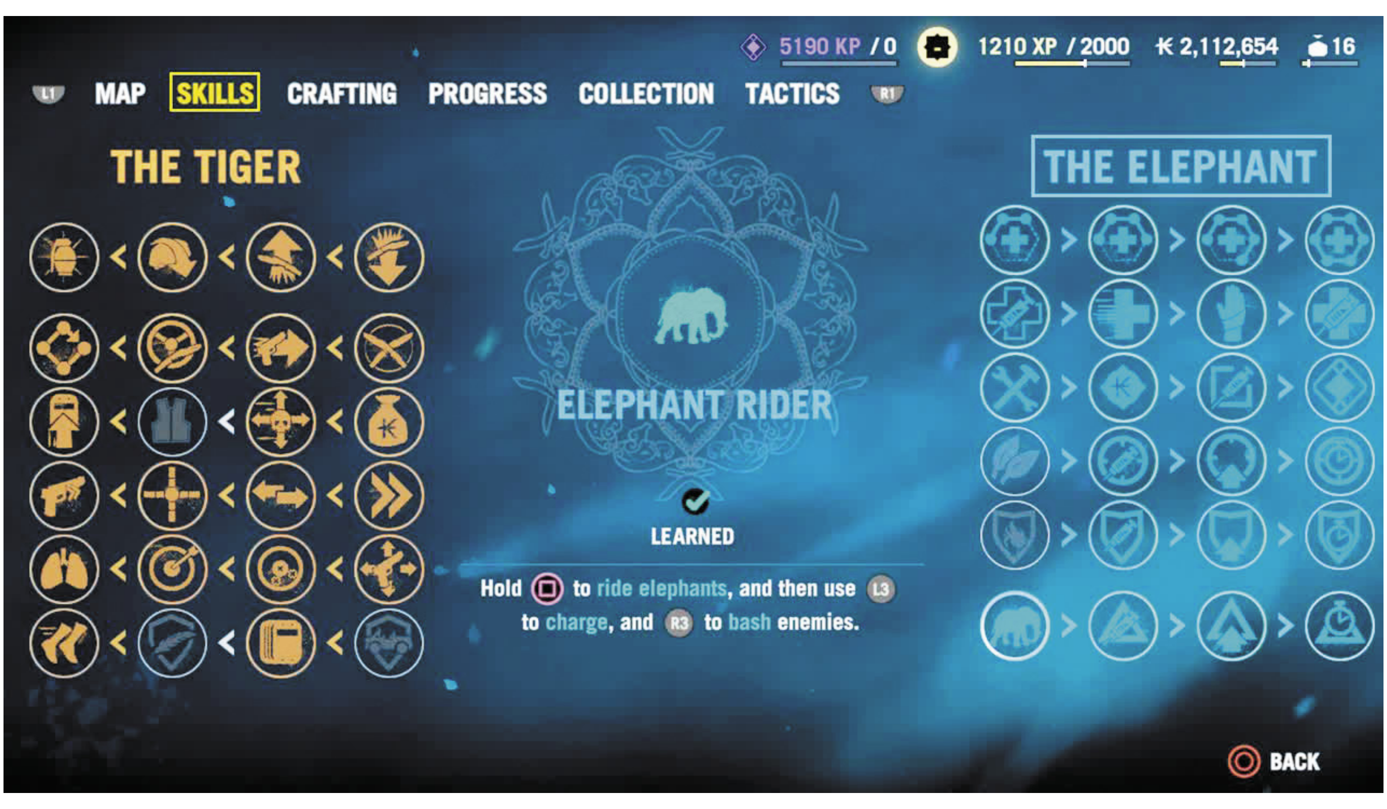
Skills - The Tiger

Icon	Skill	Prerequisite	Description
	Death from Above	None	Able to jump or fall onto an enemy below you for a deadly takedown.
	Death from Below	Death from Above	Can take down one or two enemies on climbable ledges.
	Cover Takedown	Complete one Eye for an Eye quest.	Can silently dispatch an enemy while hiding behind cover.
	Grenade Takedown	Complete 1 Bomb Defusal quest.	Able to start a takedown, then use an enemy's grenade against him.
	Knife Throw Takedown	None	Gain ability to take down one enemy, then throw his knife at another.
	Handgun Takedown	Knife Throw Takedown	Gain ability to take down an enemy, take his gun, and use it to shoot others.
	Vehicle Takedown	Compete in one Kyrati Films: Racing quest.	Able to pull alongside an enemy's vehicle and hijack it, killing the driver and passenger.
	Chain Takedown	Defeat 1 retaliation party.	Gain ability to take down multiple enemies in sequence.
	Loot Takedown	None	You automatically loot an enemy while performing a takedown.
	Drag Takedown	Loot Takedown	Immediately after a takedown, you can grab and move the body.
	Bullet Sponge	Get 3 kills with a regular takedown.	Body armor is much more effective at absorbing damage.
	Heavy Takedown	Destroy 1 Pagan's Wrath convoy.	Gain ability to take down heavy gunners or heavy flamers.
	Running Reload	None	You can reload any weapon while sprinting.
	At the Ready	Running Reload	You can switch weapons and aim much faster.
	Stay on Target	Get 3 headshot kills.	You can reload handguns and sniper rifles while aiming.
	Ammo Wrangler	Complete 1 Longinus bonus mission.	Reload speed for all weapons is greatly increased.
	Moving Target	None	Able to aim and fire any sidearm while moving a body.
	Casual Marksman	Moving Target	Shooting from the hip (without aiming) is more accurate.
	Huntsman	Ring 2 Bells of Enlightenment in Shangri-La.	Sway when aiming a bow is greatly reduced.
	Breath Control	Complete 2 Hostage Rescue quests.	Greatly increases time you can spend underwater, using oxygen masks, or steadying sniper scopes.
	Focused Driving	None	Vehicles can take more damage before needing repairs.
	Moving Mountains	Focused Driving	Corpses of heavy gunners and heavy flamers can now be moved.
	Soft Landing	Liberate 2 outposts without being detected.	You take reduced falling damage.
	Non-Stop	Reach Karma Level 4	Sprint duration becomes infinite.

Skills - The Elephant

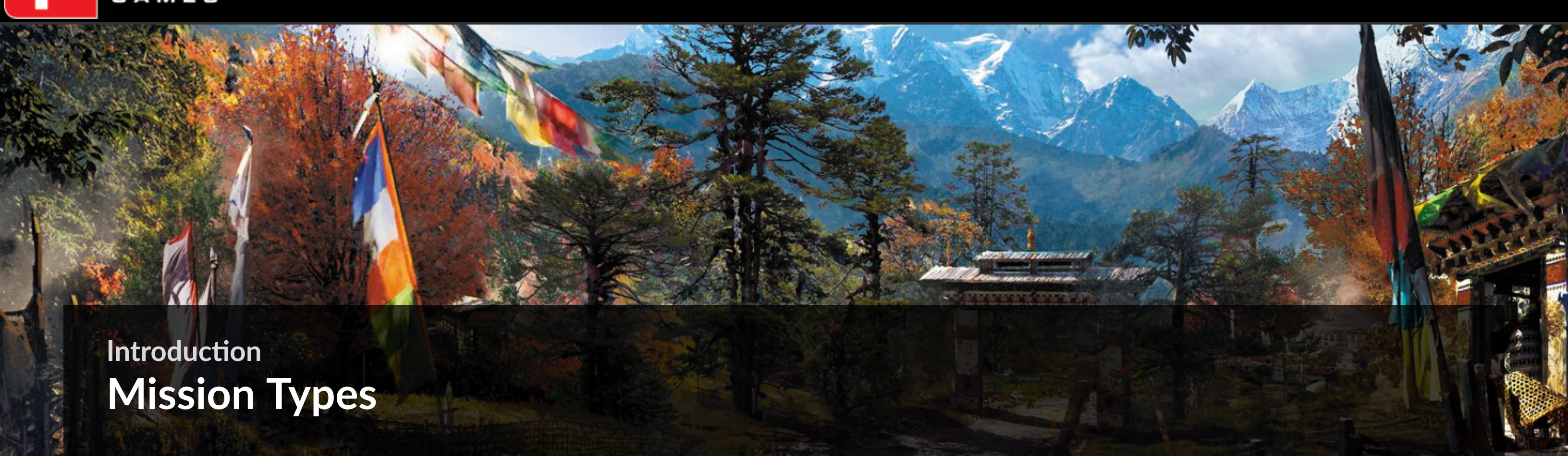
	Capable Strength	None	Gain an additional health slot, for three in total.
	Forceful Strength	Capable Strength	Gain an additional health slot, for four in total.
	Dominant Strength	Complete the mission A Key to the North.	Gain an additional health slot, for five in total.
	Unyielding Strength	Complete the mission Payback.	Gain an additional health slot, for six in total.
	Healing Syringe Lv2	None	Healing syringe restores four slots of health.
	Inner Strength	Healing Syringe Lv2	Partially drained health bars will regenerate much faster.
	Improvised Surgery	Complete 1 Armed Escort quest.	Manual healing (without health syringes) restores three health slots.
	Healing Syringe Lv3	Craft 3 syringes of any type.	Healing syringe restores six slots of health.
	Gadget Training	None	Repair tool operates more swiftly, camera shows collectibles and you can set them as waypoints.
	Trade Agreement	Gadget Training	Trading posts now sell explosive arrows, fire arrows, and sticky explosive upgrades.
	Overdose Syringe	Complete 1 Kyrat Fashion Week quest.	Can craft syringe to give and receive double damage for 30 seconds.
	Karma Boosts	Purchase 1 upgrade for the Ghale homestead.	Karma boosts increase by 5% (can be learned ten times).
	Harvester	None	Get twice as many leaves from each plant you harvest.
	Hunting Syringe	Harvester	Can craft syringe that highlights enemies and animals for 30 seconds.
	Hunting Syringe Lv2	Complete the mission Truth and Justice.	Hunting syringe now makes you virtually silent; animals won't attack or flee unless provoked.
	Duration Boosts	Complete 1 Yogi and Reggie bonus mission.	Hunting syringe lasts 5 seconds longer (can be learned five times).
	Rhino Skin	None	Fire and explosions damage you less.
	Survival Syringe	Rhino Skin	Player can craft syringe that reduces chance of getting knocked down and physical damage. Lasts 30 seconds.
	Survival Syringe Lv2	Purchase 1 Signature Weapon.	Can craft syringe that highlights enemies and animals for 30 seconds.
	Duration Boosts	Reach rank 2 in the arena.	Survival syringe lasts five seconds longer (can be learned 5 times).
	Elephant Rider	None	Can ride elephants, charging or bashing enemies at will.
	Focus Syringe	Elephant Rider	Can craft syringe that enables player to run and swim faster and spend more time underwater. Lasts 30 seconds.
	Focus Syringe Lv2	Complete the mission A Key to the North.	Focus syringe now makes you more difficult to hit with weapons fire.
	Duration Boosts	Complete 1 Kyrat Fashion Week quest.	Focus syringe now lasts 5 seconds longer (can be learned 5 times).

Generally speaking, the Tiger skills are geared toward offense, speed, and stealth, whereas the Elephant skills are more about health, healing, and defense. But don't sweat it. You're free to mix and match however you like, and a thorough player can easily unlock every skill on both trees long before the end of the game.



Hold ▢ to ride elephants, and then use L3 to charge, and R3 to bash enemies.

We thought the Knife Throw takedown was the coolest thing ever. Then we unlocked Elephant Rider.



Introduction

Mission Types

Far Cry 4 features close to two dozen mission types, divided into broad categories.

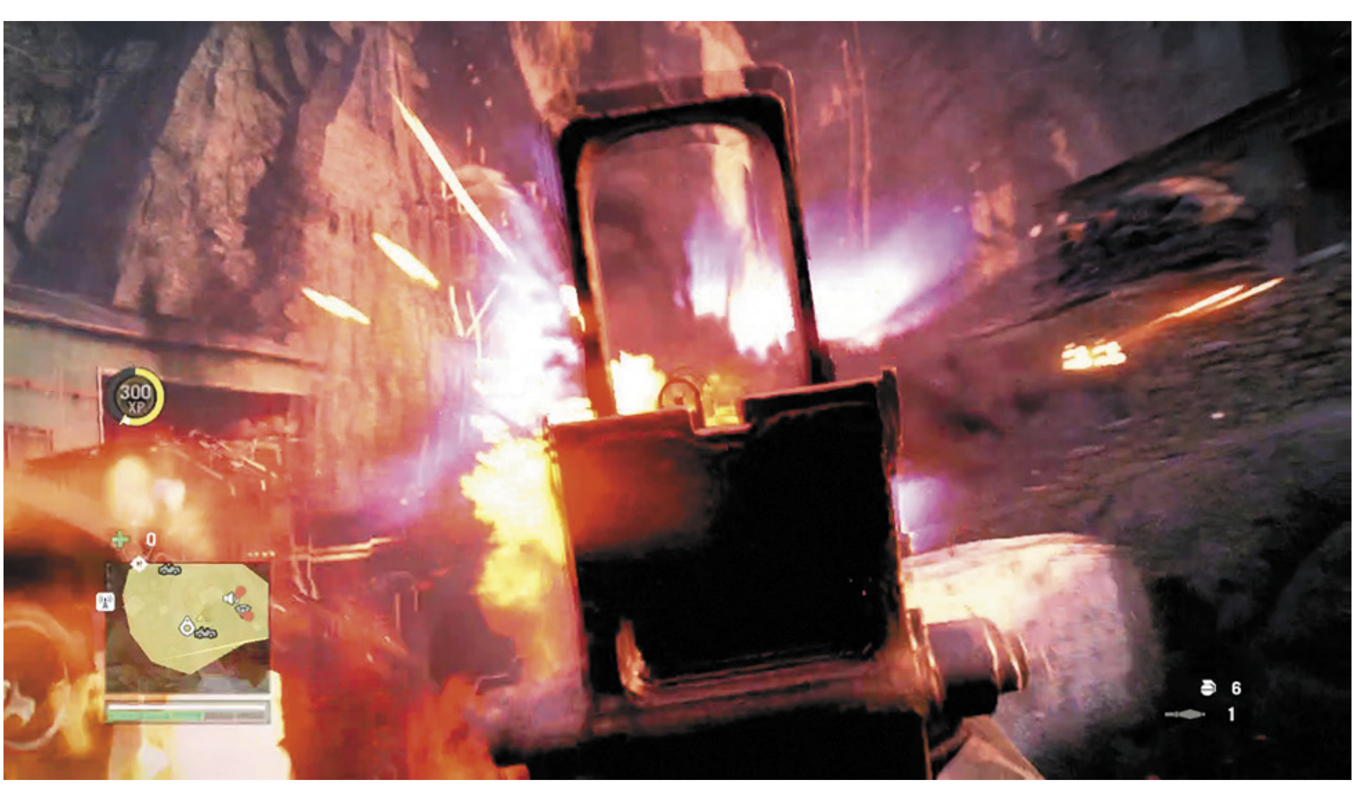
CAMPAIGN MISSIONS

These are the story missions that tell the tale of Ajay Ghale, Pagan Min, and the Kyrati revolution. Missions in the campaign tend to be longer, more varied, and more sophisticated than the other mission types, and typically involve achieving not just one objective, but a linked string of objectives. You'll begin the game with a campaign mission, but you absolutely do not have to finish the campaign before taking on quests and activities or exploring the open world. In fact, that would be a terrible strategy.

Note that your two major quest-givers in the campaign, Amita and Sabal, frequently give conflicting orders, forcing you to choose between them. When this happens, the choice you make will affect the way the next mission unfolds. Sometimes the differences are miniscule. Sometimes they're huge. Feel free to read ahead if you're having trouble deciding whom to follow.

BONUS MISSIONS

Bonus missions branch off of the main campaign, enabling you to delve deeper into side-story threads that come up as you liberate Kyrat. For example, you visit Shangri-La only once during the campaign, but that visit unlocks four Shangri-La bonus missions. Similarly, you only do one mission for arms dealer Longinus and you don't technically do any for Yogi and Reggie. Yet once you've met them, they'll begin to offer you missions from their own bonus branches. Bonus missions are robust and creative, and often feel at least a little more off-kilter when compared to the campaign missions. They unlock in order, but are not time-sensitive, and will happily wait for you even after the campaign ends.



Heavies take a lot of bullets to take down. But only one rocket.

QUESTS AND ACTIVITIES

These tasks are usually quick and simple to explain—win a race, assassinate a particular soldier, hunt down a monster devil fish and kill it with explosives—but that doesn't make them easy. Like bonus missions, quests (which only happen once) and activities (which you can complete over and over) aren't remotely time-sensitive. They come in nearly twenty different flavors, too.

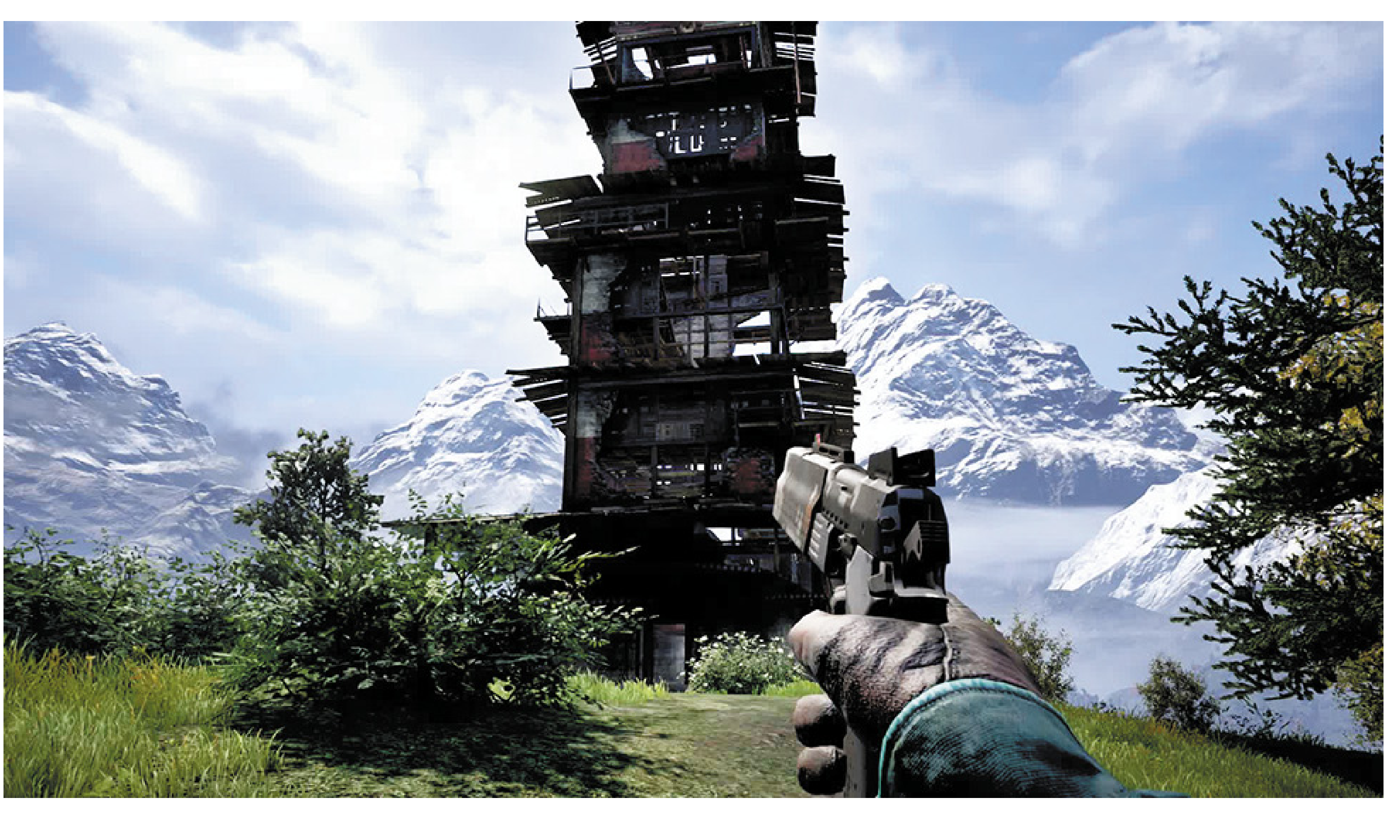
OPEN WORLD FREE-PLAY

Not technically a mission type, but nonetheless an absolutely crucial part of the *Far Cry 4* experience. Some of the most memorable moments you'll have in Kyrat will happen while you're just hanging around, not on any mission at all.

Get out and wander. See what you encounter. Climb some things. Burn other things. Help some people. But not the ones who shoot at you. Drive anything with a steering wheel. Or without. Commune with nature. Then whip out the big guns when it turns out nature wants to eat your face. Experience everything Kyrat has to offer. It's a crazy place. But it sure is fun.

MAP CONTROL

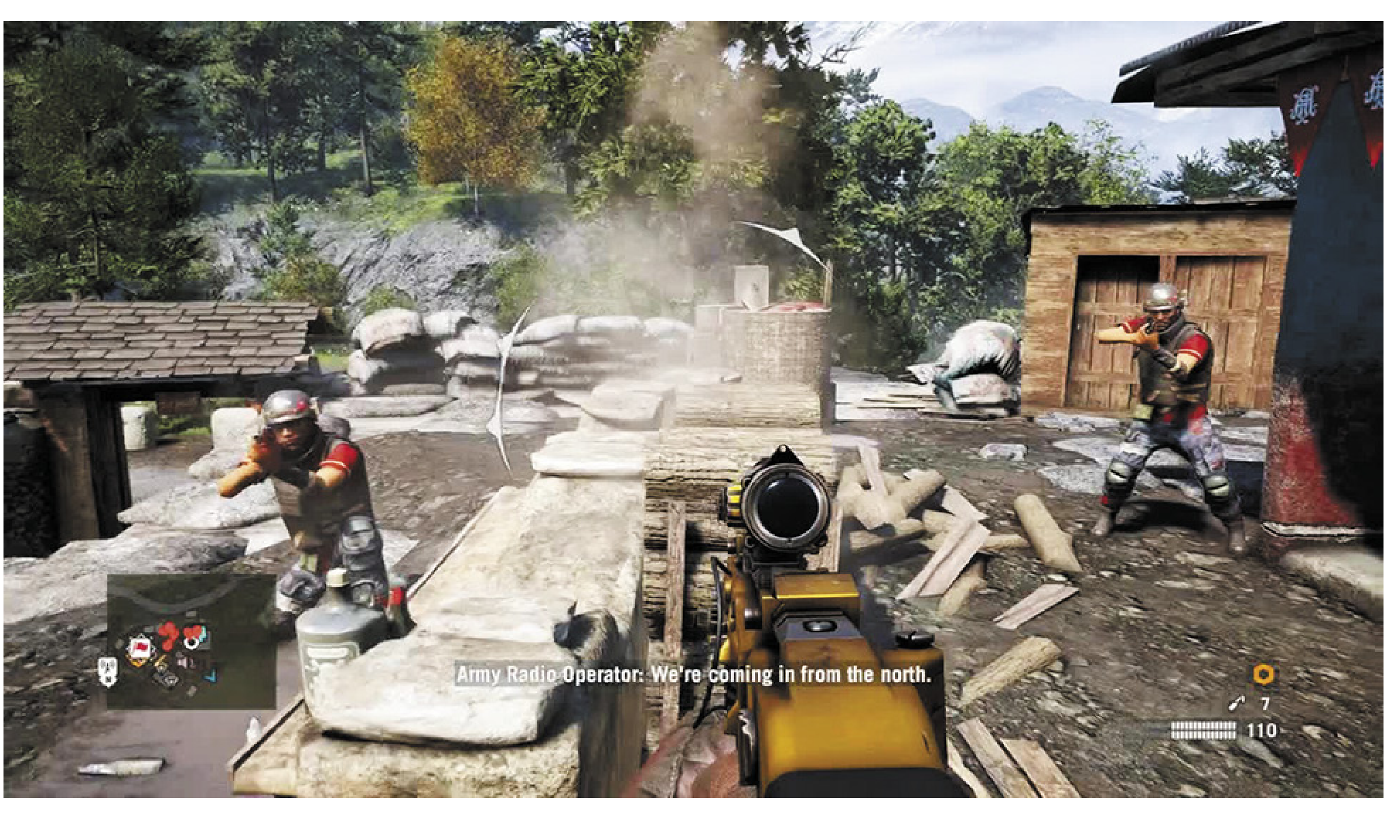
When you first arrive in Kyrat, the map is covered in fog and Kyrat is crawling with merciless soldiers who prey on the people. Clearly, the revolution is not going well. However, you can help turn things around by conquering enemy installations. There are three basic types, and each one is key in revealing the map and reducing Min's presence in the region.



TOWERS

These decaying spires haunt Kyrat's landscape, watching the chaos from on high like the disintegrating skeletons of long-dead sentinels. Or like a bunch of run-down bell towers Min has retrofitted with propaganda-spewing radio transmitters. One or the other.

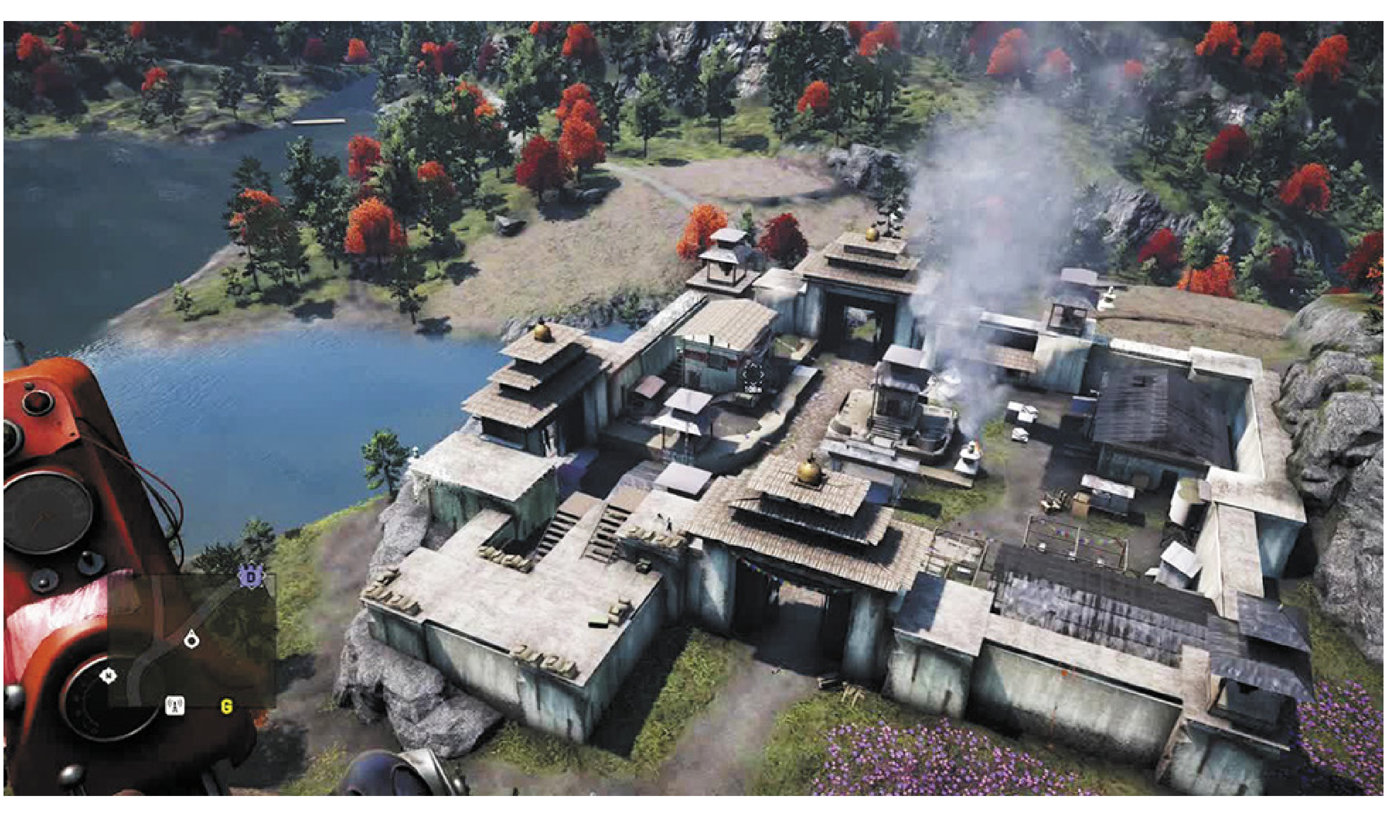
Either way, the towers are your key to the map. Every time you climb the vertical maze that is a tower and commandeer its transmitter, the fog around that tower will fade away from the map, revealing roads, terrain, and new locations and activities. Once you meet Longinus, taking over a tower will also net you a new weapon.



OUTPOSTS

Far Cry 4's twenty-four outposts are enemy bases, filled to bursting with easily-angered, heavily-armed soldiers as well as alarms to call additional similar individuals. Outposts come in all shapes and sizes, but conquering one always requires some combination of detailed scouting, sound strategy, and a quick trigger finger.

Why bother? Because every time you take over an outpost, it becomes a new base of operations for the Golden Path, complete with a trading post, a bed (so you can nap until whatever time of day you want it to be), and several new quests and activities. You can also fast travel between friendly towns and outposts, which is a huge time-saver. Finally, it reduces the number of enemy troops in the area.

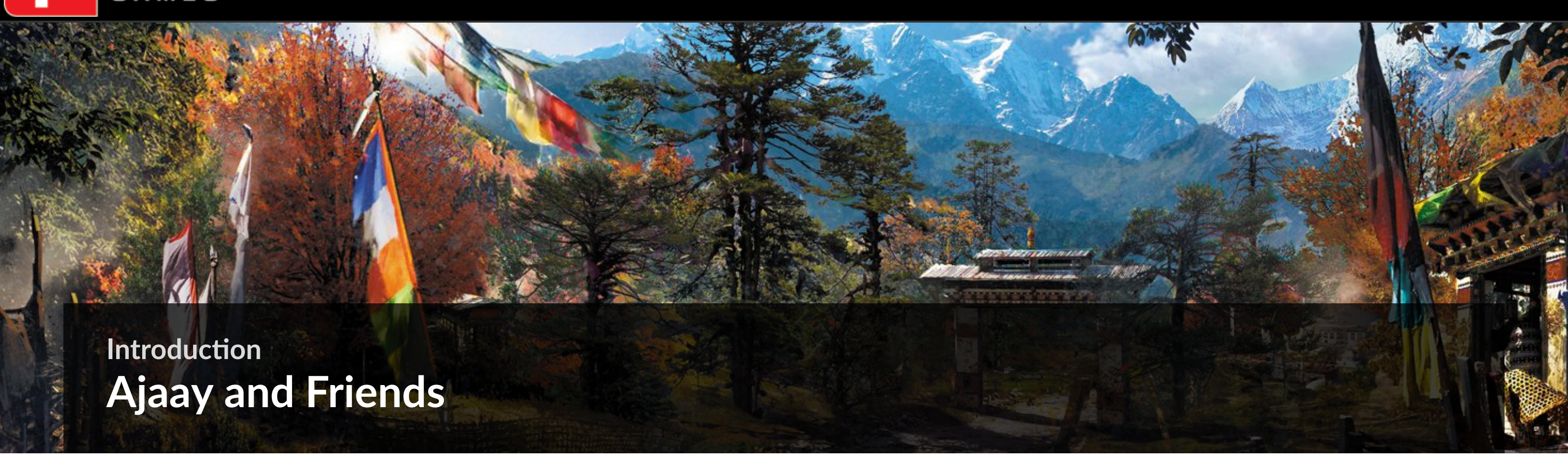


FORTRESSES

New to *Far Cry 4*, fortresses are like outposts that live on nothing but raw eggs and protein shakes. They're bigger, they tend to be more complex architecturally, and depending upon whether its boss is alive or dead when you attack it, may summon up to three waves of reinforcements. However, they also make excellent Golden Path bases (complete with their own buzzers) and taking them out removes Min's ability to launch retaliation attacks on nearby outposts.

AJAY'S HOUSE

Reclaiming the Ghale family home doesn't reveal any new areas on the map. Nor does it decrease the number of enemy soldiers prowling about. And no one would ever call the ol' homestead conveniently located. But it can be upgraded with some sweet bonuses, like an always-there buzzer and an herb garden. And it has one heck of a view.



Introduction

Ajaay and Friends

AJAY GHALE (YOU)

A bewildered stranger in a strange land at the start of the game, you just want to fulfill your mother's dying wish to take her ashes "back to Lakshmana", somewhere in her home country of Kyrat. But before your feet even touch the soil, you become the centerpiece of the Kyrati Civil War. Turns out, it's your birthright. Your dad, Mohan, founded the revolution, also known as the Golden Path, before his death. And mom? She was in even deeper, until she took her young son and fled to the United States. But we'll let you explore that little tidbit for yourself.

AMITA

Amita was the first female soldier in the Golden Path, and it's easy to see why. A strong, independent woman with a fierce sense of purpose, she's the physical and intellectual equal of any freedom fighter in Kyrat. As co-leader of the Golden Path, Amita takes a progressive view. She's willing to preserve Min's drug empire if it provides the Golden Path with the income they so desperately need to fund the war and rebuild Kyrat. She also has little love for Kyrati tradition, particularly its treatment of women, which puts her in conflict with Sabal.

SABAL

A staunch follower of the old ways and devoted disciple of your late father, Sabal is co-leader of the Golden Path and Amita's complete opposite. He pines for the Kyrat of old, when people relied upon tradition and religion to guide them through life. He feels Min's rule has eroded Kyrati culture and transformed the country to a drug state, but everything will be fine if they can just return to their traditional way of life. His resistance to change and love of the past creates tension between him and Amita.

One Coin, Two Sides

As the Golden Path's lead trigger man, you will often find yourself forced to choose between following Amita's orders or Sabal's. There is no right or wrong answer, but your choices will reverberate across the game, turning a few missions on or off and tweaking bits of other missions, as well as the ending.

BHADRA

According to the Kyrati religion, the Tarun Matara is the melding of the human with the divine, the physical representation of a goddess come to Earth, sent to act as the spiritual leader for the people. And according to Sabal, Bhadra is absolutely annointed by the goddess to become the new Tarun Matara. Amita finds the idea old-fashioned and feels it would rob Bhadra of the chance to live a normal, more liberated life.

What does Bhadra think? It's tough to say. Nobody ever seems to ask.

THE GOLDEN PATH

Kyrat's rebel army calls itself the Golden Path, and a more rag-tag group of fighters you've never seen. Under-armed, under-equipped, and probably under-trained, they nonetheless fight with desperate ferocity and absolute conviction. A sign, perhaps, of just how much damage Min has done to their lives and families.

DARPAN

A wizened revolutionary who has served the Golden Path since the days of your father. Darpan is your guide through Kyrat. At least, that's the plan. Once Min shows up...well, plans change.

LONGINUS

An arms dealer with a strange tendency to quote all the goriest passages from the Bible, Longinus walks the line between "enlightened" and "off his nut" with remarkable reliability. But the man has artillery, so just be thankful he's on our side.

HURK AND THE GUNS FOR HIRE

A butter-brained doof with a heart of gold and a strange bro-thusiasm for battle, Hurk describes himself as the cavalry, riding to the rescue whenever you need him. As usual, he's half right. Hurk himself only shows up when you're playing co-op with a buddy, but you can summon one of his Golden Path partners to be your wingman in single-player games by spending Guns for Hire tokens.

WILLIS HUNTLEY

If you thought the last two entries stretched the definition of "friend" and "ally", wait 'til you meet Willis. A shady, shifty CIA agent, he delights in giving you missions, but not straight answers. You can't free Kyrat or uncover the secrets of your parents' past without him—the question is, can you do it *with* him?

REGGIE AND YOGI

Every encounter with these friendly-but-not-remotely-trustworthy puff daddies seems to end with Ajay waking up with no memory of the last few hours. Still, they're harmless enough on their own, and they do help you out with the whole "reaching a higher level of consciousness and meeting a friendly tiger-god" thing. We'll call it a wash.

KALINAG

A noble warrior from both Kyrat's past and another plane of existence, Kalinag is not always what he appears to be. Or whom.

MR CHIFFON

All you need to know about Mr Chiffon is that he's a fashion designer. In a war-torn drug state. Whose leader wears pink suits and has J-pop hair. If that seems weird, be warned it'll seem even weirder once you've met Chiffon in person.

SHARMA SALSA

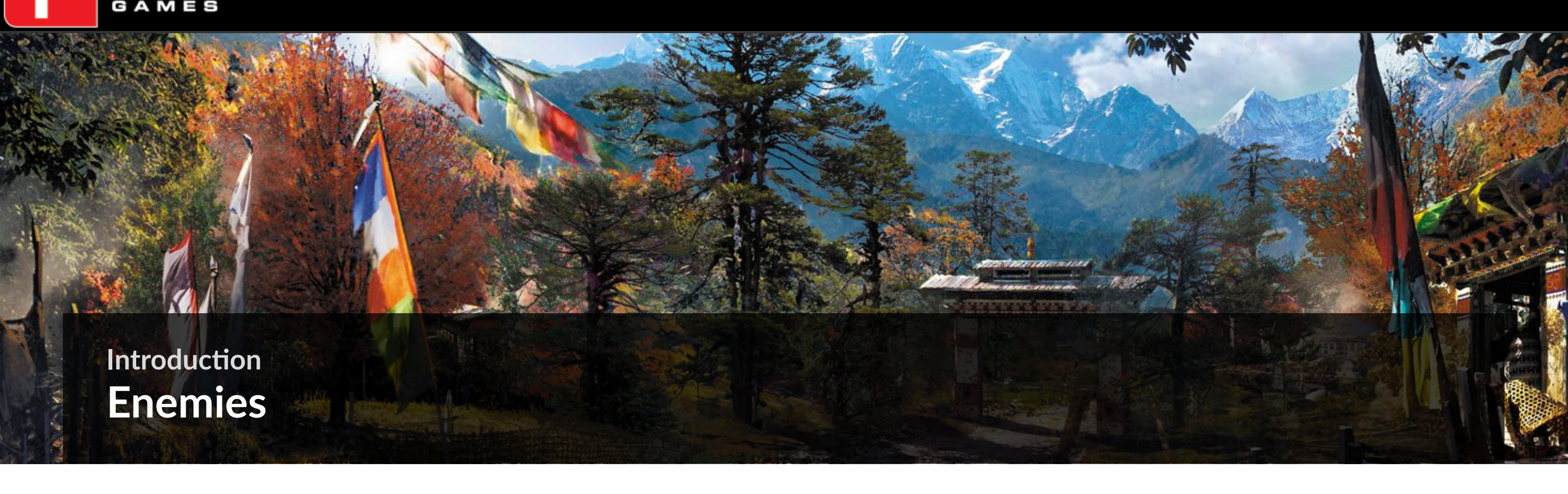
Though it seems likely Madame Salsa had a different profession in her younger years, she is now the absolute epicenter of cinematic entertainment in Kyrat, the driving force behind every movie made in the entire country. Which is to say, she's the only person in Kyrat with a handheld video camera.

DJ RABI "RAY" RANA

The voice of Radio Free Kyrat, this pirate radio jock is a veritable fountain of random chatter. But he definitely understands the workings of Min's propaganda machine, and that can come in handy.

THE TIGER

The immortal—but far from invincible—protector of Shangri-La. You'll meet this divine beast on your first visit, and he will accompany you on each subsequent trip through his realm. Which is not to say he can keep you safe there. Not even close.



Introduction

Enemies

PAGAN MIN

The malicious and flamboyant king of Kyrat, Pagan Min rules with an iron fist in a hot pink glove. The son of a Hong Kong drug lord, Min inherited the family business when his father died under mysterious circumstances. But his flamboyant personality and ambition to expand his operations didn't sit well with the old guard of China's heroin trade. So, he changed his name to "Pagan"—after a Burmese king who murdered his family—and moved his whole operation, private army and all, to Kyrat. There, Pagan used his snake-like charm, keen mind, and utter lack of scruples to seize the throne and never let it go.

Pagan also knew your parents back in the day, and seems to delight in taunting you with deep, dark secrets about your family that even you didn't know.

Pagan is brilliant but brutal, charismatic but cold, and kills without a second thought. Although he treats you like an honored guest, even his hospitality comes off as unsettling. After all, you can stand near a venomous snake without getting bitten. But give it a hug and trust it like a friend? That's a whole other kettle of bleached-blonde fish.

YUMA LAU

Min's right-hand woman and the commander of his armies, Yuma is *hard*. How hard? She thinks Min, the guy you watched murder one of his own soldiers with a ball-point pen, has gone soft. Obsessed with power, Yuma is also really into experimental drugs—specifically, she loves to pump huge amounts of psychoactives into prisoners to see how crazy they go from the hallucinations.

NOORE NAJJAR

It's tempting to feel sorry for Noore, who oversees both the gladiator arena and Min's heroin manufacturing process. After all, she was originally a humanitarian, a doctor who came to Kyrat to help people, and only switched jobs because Min kidnapped her family and blackmailed her. But that was long ago, and when Sabal asks, "How many families did she kill to save her own?" you know the answer has far too many digits.

PAUL "DE PLEUR" HARMON

What do you do when someone says you should make a living doing what you love, but the thing you love is brutally torturing prisoners until they either give up their secrets or die? In the case of Paul Harmon, you go where the work is, and if that means also overseeing Min's opium poppy farms, so be it. A devoted family man, Paul can usually be found chatting with his wife and daughter on the phone. Except when he's working with a new "client", or vivisecting some poor soul with a hacksaw to wind down after a tough week.

THE ROYAL ARMY

Min's forces may provide order, but it's far from lawful. Usually clad in gray and/or red, these thugs can be found all over southern Kyrat, usually driving a truck or technical and gunning down any Golden Path rebels they find. They also guard all of Min's (or his underlings') interests, from towers to outposts to fortresses, and do all sorts of other dirty jobs. They're bad news.

THE ROYAL GUARD

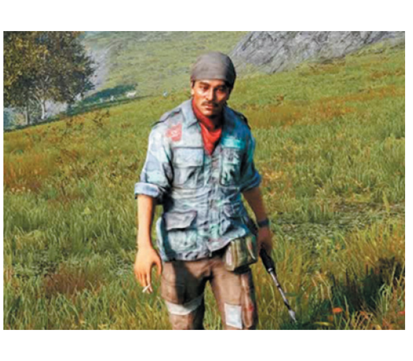
Leave it to Min to have his own private army inside the army. The Royal Guard handles security for northern Kyrat, and they're even more merciless and bloodthirsty than their southern counterparts. They're also much better equipped, typically outfitted with powerful weapons and thick body armor. Taking even one down is a challenge. And you have a whole army of them to go through to get to Min.

NOTE

These are the Royal Army versions of each enemy (except the Charger), who terrorize southern Kyrat. Once you enter northern Kyrat, you'll meet the Royal Guard versions of each enemy, who roll with thicker armor and deadlier firepower.

ENEMY TYPES

Assaulter



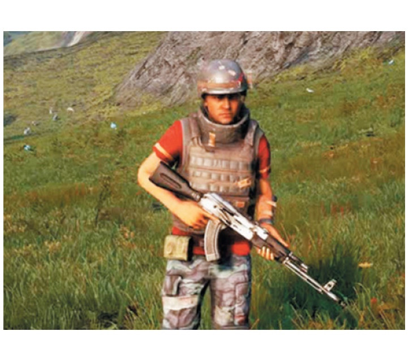
Damage: **1**

Armor: **1**

Weapons: **AK47, Frag Grenades**

The standard soldier unit, assaulters have low health and armor and favor fighting from cover.

Defender



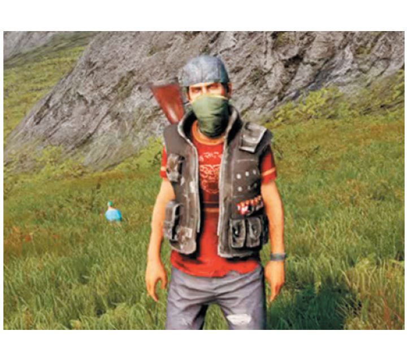
Damage: **1**

Armor: **2**

Weapons: **AK47, Frag Grenades**

An upgrade to the assaulter, defenders have extra body armor. They prefer long-range gunplay to close-quarters combat.

Berserker



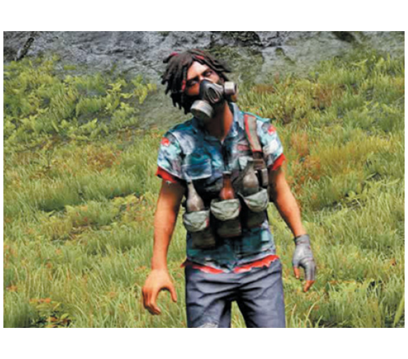
Damage: **2**

Armor: **1**

Weapons: **M133, Smoke Grenades**

Berserkers like it up close. They move quickly, and like to pop a smoke grenade so you don't see them coming. They can also roll sideways to avoid damage, which is actually even more annoying than it sounds.

Pyro



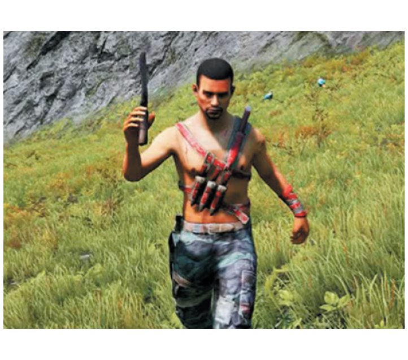
Damage: **3**

Armor: **1**

Weapon: **Molotovs**

Pyros love to stand back and bomb you with Molotovs from long range. But when shot in the chest, they burst into flame and run straight toward you. When this happens, dodge or aim a kill shot at their heads to stop the charge.

Beheader



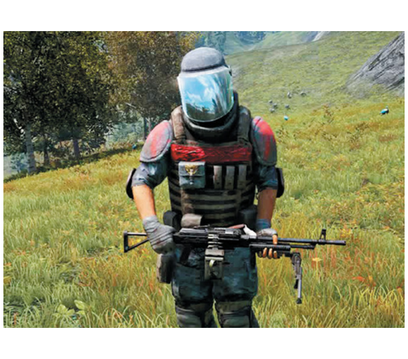
Damage: **2**

Armor: **1**

Weapons: **Machete, Throwing Knives**

A beheader's entire strategy consists of one word: CHARGE. If a beheader sees you, he's running straight toward you, swinging his machete—which goes right through body armor—like a madman. The only time he does anything different is when he pauses to drill you with a throwing knife before resuming the chase.

Heavy Gunner



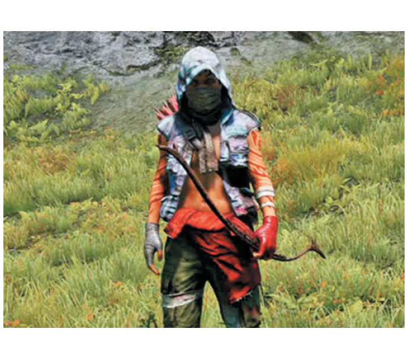
Damage: **5**

Armor: **5**

Weapon: **PKM**

Slow-moving giants with huge guns and thick armor, heavies are built to shake off your wimpy bullets while simultaneously filling your body with high-caliber shells. They're impervious to normal takedowns, but the lowest-grade units have helmets you can shoot off for headshots.

Hunter



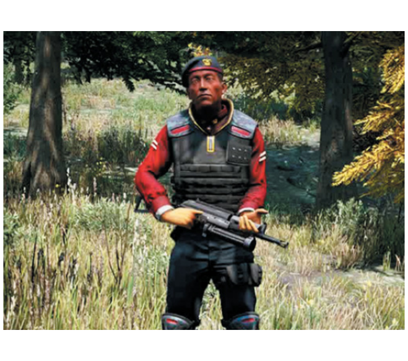
Damage: **2**

Armor: **1**

Weapons: **Bow, Fire Arrows**

These druid-like warriors eschew guns in favor of bows, which they employ with sniper-like precision. Tough to track and tag, they're also capable of charming wild animals to fight alongside them.

Charger



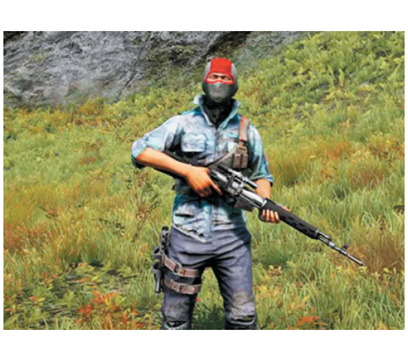
Damage: **3**

Armor: **2**

Weapons: **BZ19, Smoke Bombs**

This deadlier, more durable version of the berserker prefers to fight from short- to midrange, where his sideways dodge gets him out of trouble just as his marksmanship gets you into it.

Sniper



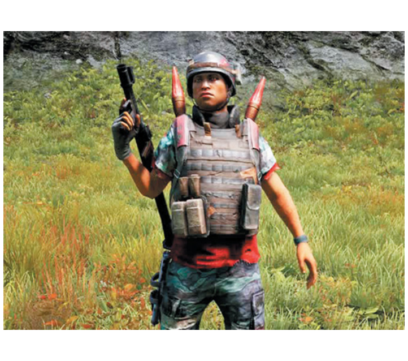
Damage: **4**

Armor: **1**

Weapons: **SVD, A2000**

Snipers are happiest when they're targeting you from a vantage point high above and far away. But if you get close, they're happy to swap to their SMG and take you down from close range.

Rocketeer



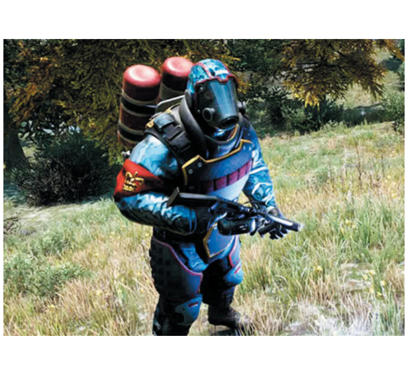
Damage: **5**

Armor: **1**

Weapons: **RPG-7, A2000**

Like snipers, rocketeers prefer long-range fights, where their devastating main weapon makes precision aiming unnecessary. They're more mobile than snipers, though, and can often be found riding in enemy technicals alongside other soldiers.

Heavy Flamer



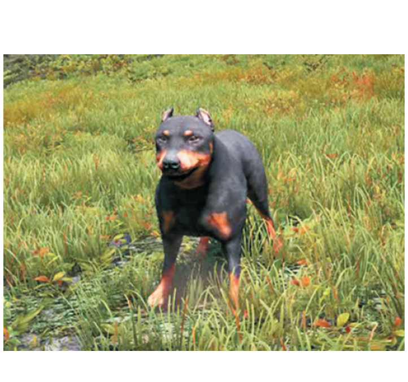
Damage: **4**

Armor: **4**

Weapon: **Flamethrower**

Nearly as durable as heavy gunners (not to mention fireproof), heavy flamers are absolute murder in close quarters, where they can fill entire rooms with flames in the blink of an eye. If you encounter one, aim for the tank on his back for an explosive takedown of both flamer and anyone behind him.

Attack Dog



Damage: **1**

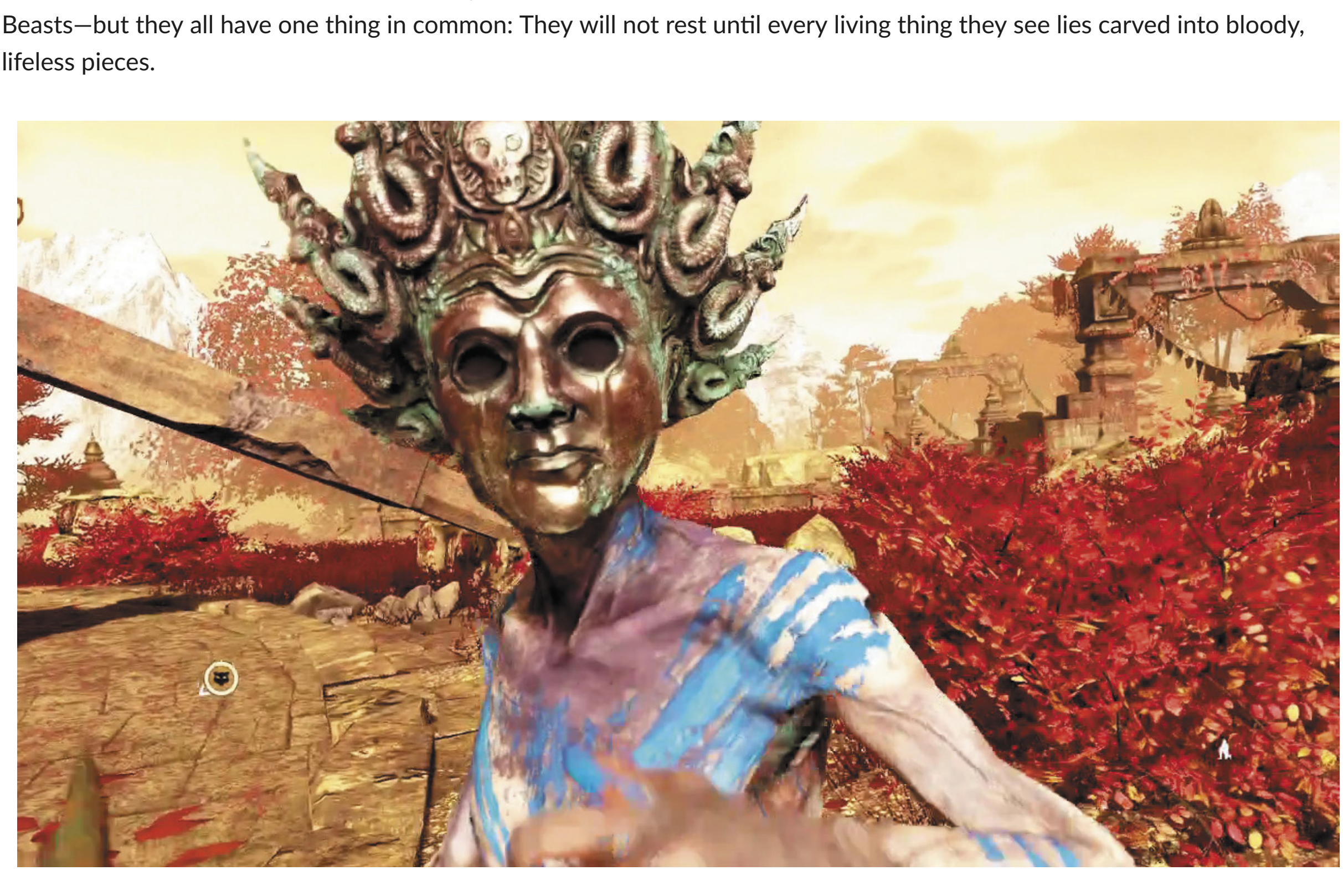
Armor: **1**

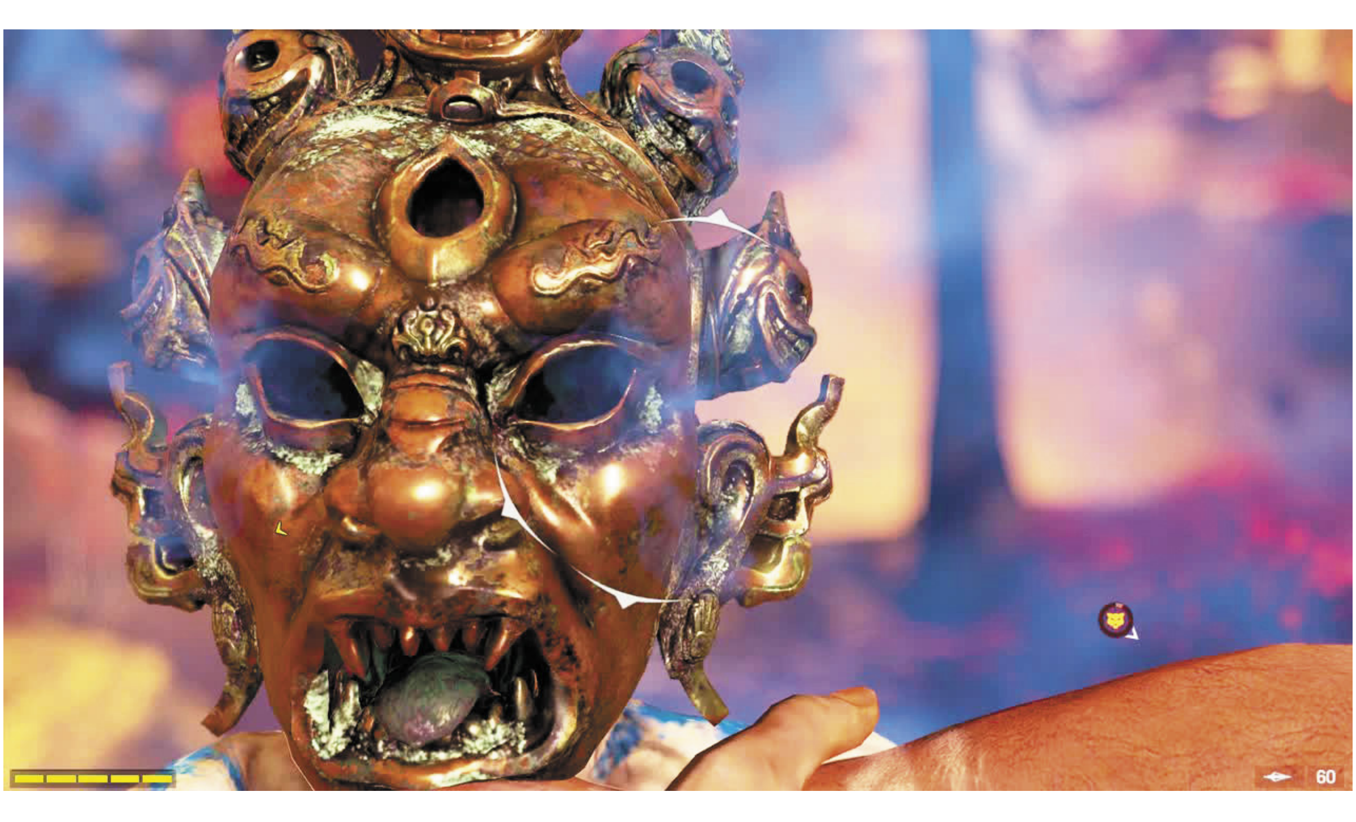
Weapon: **Teeth**

If you see him first, the attack dog can be distracted with bait or thrown rocks and disposed of quietly. If he sees (or even smells) you first, he'll alert every enemy within earshot and do his best to put his jaws around your neck.

DEMONS

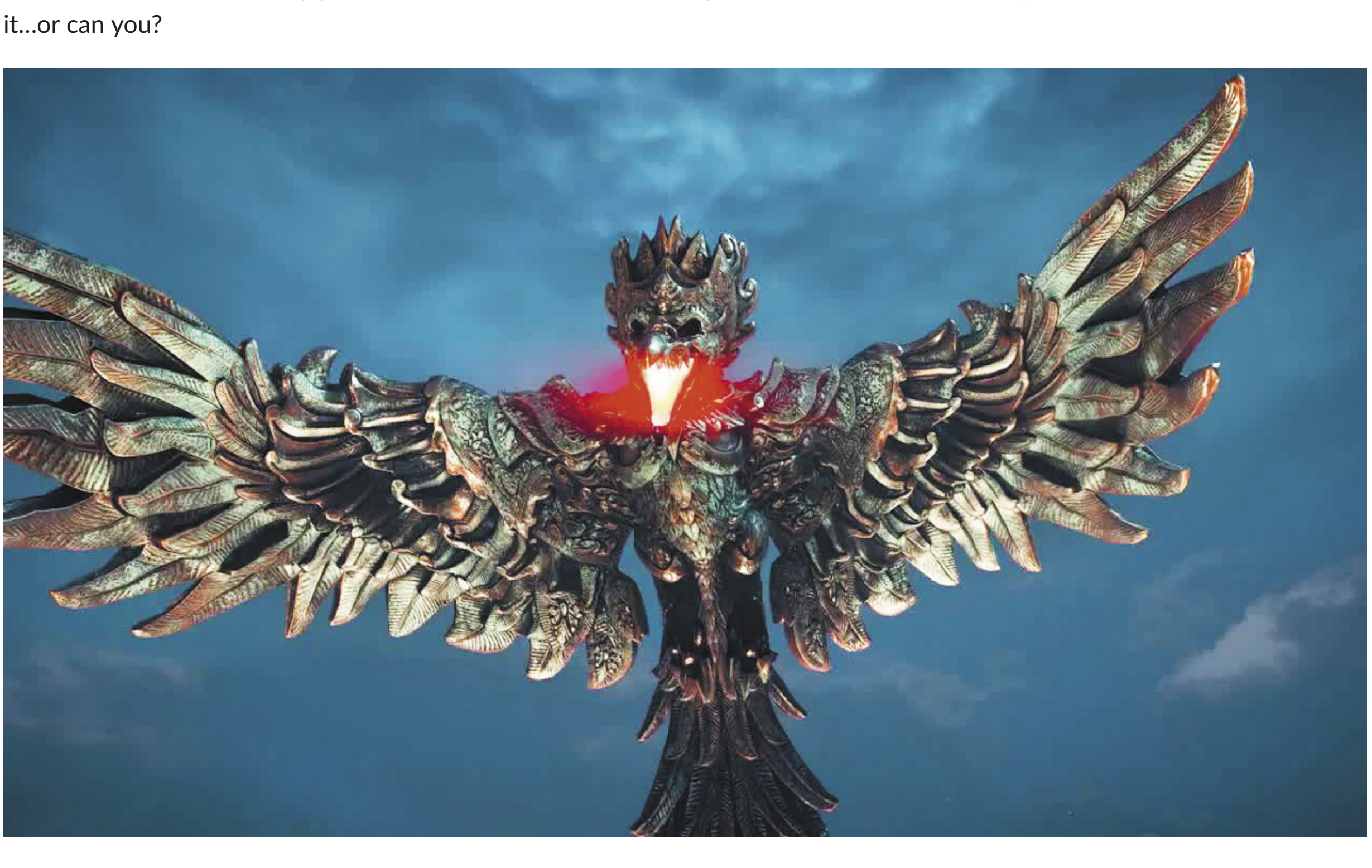
Hailing from another realm, perhaps even another consciousness, these masked invaders are as deadly as they are otherworldly. Are they a figment of your imagination? Maybe, but only if figments can fillet you with bone knives or skewer you with arrows, or cook you alive with magical hellfire. Demons come in several variations—Butchers, Lurkers, Scorchers, Beasts—but they all have one thing in common: They will not rest until every living thing they see lies carved into bloody, lifeless pieces.

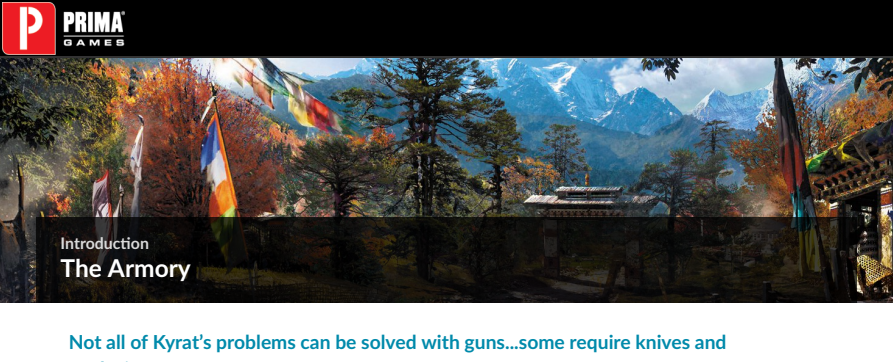




RAKSHASA

An arcane nightmare and the source of the demon horde, Rakshasa is pure, murderous rage distilled into liquid fire and poured into the shape of a gigantic bronze raven. Only something this evil could corrupt Shangri-La. And only you can defeat it…or can you?





The Armory

Not all of Kyrat's problems can be solved with guns...some require knives and explosives.

ATTACHMENTS

Guns are deadly enough, but many of them can be further modified with the purchase of attachments, such as improved sights or high-capacity magazines. Here's a quick look behind the counter.

Extended Barrel

Available only on the occasional handgun, the extended barrel gives a boost to accuracy, damage, and range.

Extended Magazine

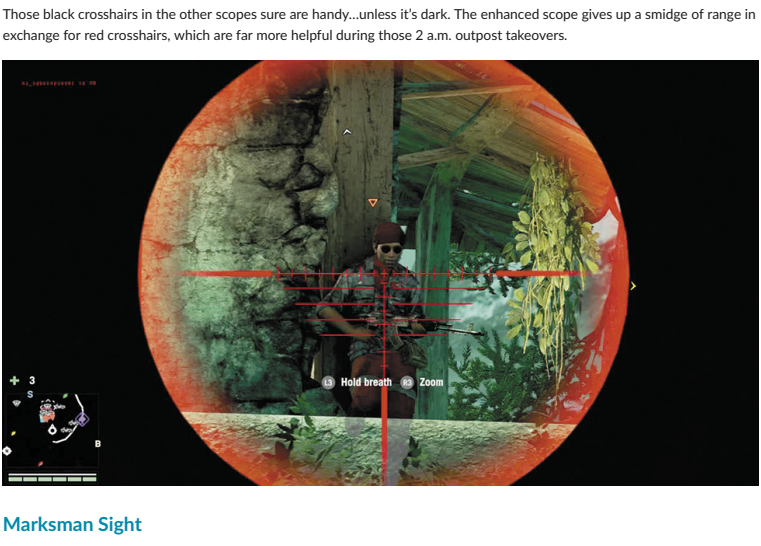
More bullets per clip means more shooting and less reloading, which means you have a greater chance of staying alive.

High-Power Scope

The highest-power zoom of any attachment in the game. If you want to kill from two states away, this is your scope.

Enhanced Scope

Those black crosshairs in the other scopes sure are handy...unless it's dark. The enhanced scope gives up a smidge of range in exchange for red crosshairs, which are far more helpful during those 2 a.m. outpost takeovers.



Marksman Sight

The marksman sight delivers magnification comparable to that of a sniper scope. Like the optical sight, it blocks a lot of your view when you aim through it. But it can also turn an LMG or assault rifle into a rapid-fire, mid-range sniper rifle. And that, friend, is a very scary proposition.

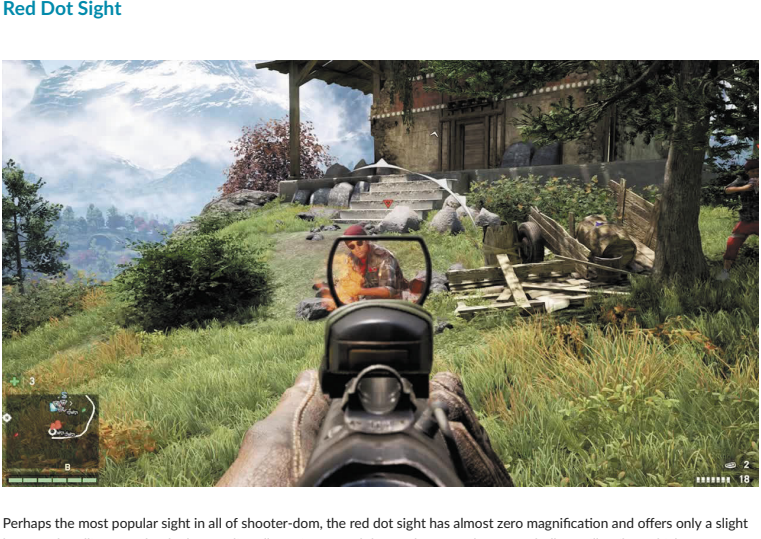
Night Sight

Similar to the illuminated scope, the night sight comes with three brightly colored dots painted on it to help you aim. Flashy? No. But functional.

Optical Sight

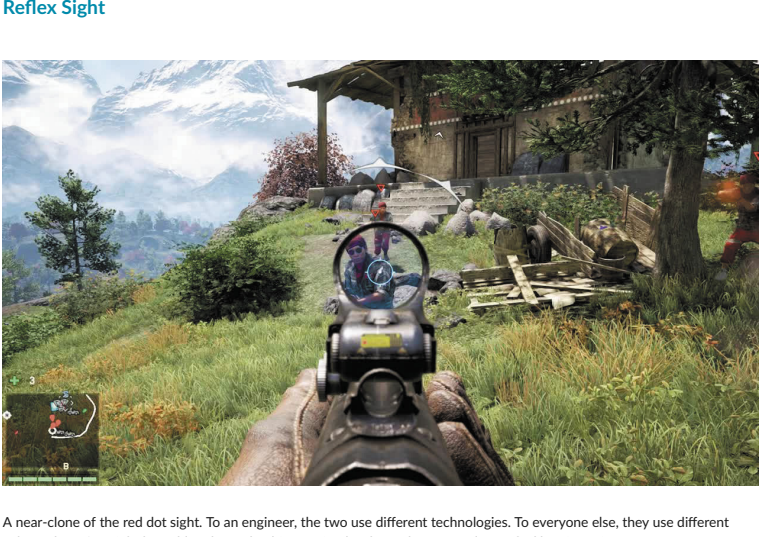
Two out of every three Signature Weapons come with the optical sight pre-installed. Why? Because it offers the greatest accuracy boost of any attachment in the game. It blocks off a large chunk of the screen when you look through it, but the increased odds that you'll hit what you're aiming at makes this a fair trade.

Red Dot Sight



Perhaps the most popular sight in all of shooter-dom, the red dot sight has almost zero magnification and offers only a slight bump to handling. So why the love? It literally projects a red dot on the spot where your bullets will strike. Which means you, in turn, can achieve significant success by putting that red dot on enemies' foreheads.

Reflex Sight



A near-clone of the red dot sight. To an engineer, the two use different technologies. To everyone else, they use different colors. The reflex sight has a blue dot and a thinner, circular shape that some players find less intrusive.

Sound Suppressor

Commonly called a silencer, the sound suppressor decreases the volume of your shots, enabling you to operate with a greatly decreased chance of alerting nearby enemies.

HANDGUNS

A few notable exceptions aside, handguns typically lack the raw power of two-handed weapons. But, because they only need one hand to operate, you can use them while simultaneously driving a vehicle, carrying a corpse, or flying a buzzard. And that's important. Because it turns out, you'll need to fire a weapon while doing one of those things quite a bit more often that you probably imagine.

Mark IV

Action: Single

Mag Size: 6

Attachments: None

A six-shot, break-top service revolver used by the British in WWI. No frills, just kills.

Accuracy:	4
Damage:	3
Range:	2
Fire Rate:	2
Handling:	4

M712

Action: Semi-automatic

Mag Size: 8

Attachments: 1 Allowed; Night Sight

A German-designed, Belgian-manufactured semi-automatic handgun popular in the early 1900s.

Accuracy:	3
Damage:	3
Range:	2
Fire Rate:	3
Handling:	4

1911

Action: Semi-automatic

Mag Size: 8

Attachments: 1 Allowed; Night Sight, Extended MAG

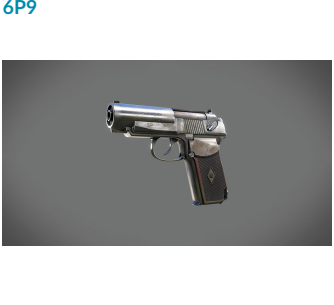
Standard-issue for the U.S. military for more than 70 years, this dependable classic may look big and heavy, but it's got accuracy and power.

Accuracy:	4
Damage:	3
Range:	2
Fire Rate:	4
Handling:	5

NOTE

When you first check the store, many of these weapons will be missing. Don't worry. They'll unlock over time as you complete missions, gain karma levels, and search the world for new and more interesting ways to send bad guys to the morgue.

6P9



Action: Semi-automatic

Mag Size: 8

Attachments: 2 Allowed; Night Sight, Suppressor, Extended MAG

A Soviet-era pistol with a detachable suppressor, its small size and precision make it ideal for clandestine wetwork.

Accuracy:	5
Damage:	2
Range:	2
Fire Rate:	5
Handling:	6

.44 Magnum

Action: Double

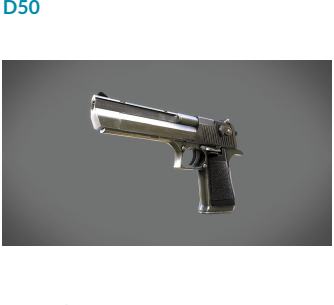
Mag Size: 6

Attachments: 1 Allowed; Night Sight, Reflex Sight, Red Dot Sight

An American-made revolver that packs some serious punch at close range but has limited ammo capacity.

Accuracy:	7
Damage:	7
Range:	5
Fire Rate:	3
Handling:	7

D50



Action: Semi-automatic

Mag Size: 8

Attachments: 2 Allowed; Night Sight, Reflex Sight, Red Dot Sight, Optical Sight, Extended MAG

AKA the Hollywood Hand Cannon, this pistol delivers unbelievable damage at the cost of a low rate of fire.

Accuracy:	6
Damage:	9
Range:	3
Fire Rate:	3
Handling:	6

A.J.M. 9

Tier: UPLAY

Action: Burst Fire

Mag Size: 9

Attachments: 2 Allowed; Suppressor, Extended MAG

The future is now with this burst-fire handgun that can shred targets and protect the innocent. Sure, UPLAY points are precious. But a lot of players are going to feel the same way about the A.J.M. 9.

Accuracy:	6
Damage:	6
Range:	5
Fire Rate:	4
Handling:	6

A99

Action: Full Auto

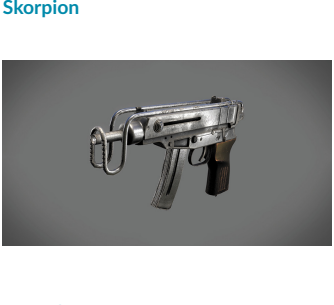
Mag Size: 20

Attachments: 2 Allowed; Reflex Sight, Red Dot Sight, Optical Sight, Suppressor, Extended MAG

This full-auto machine pistol has been banned in a number of countries. Its ease of use and stopping power are renowned.

Accuracy:	6
Damage:	6
Range:	5
Fire Rate:	3
Handling:	7

Skorpion



Action: Full Auto

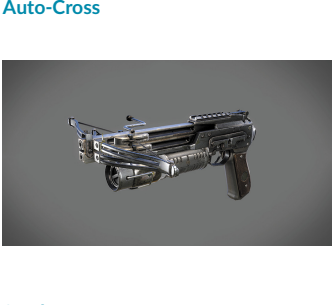
Mag Size: 24

Attachments: 0 Allowed

Need an SMG with low recoil? The Skorpion is perfect for close-range encounters and for spraying targets in a run-and-gun clinch.

Accuracy:	2
Damage:	3
Range:	2
Fire Rate:	7
Handling:	6

Auto-Cross



Action: Semi-automatic

Mag Size: 8

Attachments: 2 Allowed; Reflex Sight, Red Dot Sight, Optical Sight, Extended MAG

Accuracy:	6
Damage:	6
Range:	6
Fire Rate:	6
Handling:	6

Sandman

Tier: ULC

Action: Semi-automatic

Mag Size: 10

Attachments: Red Dot Sight, Suppressor, Extended MAG

Take the 1911 and rig it for stealth with a suppressor, optics, and reworked guts to land you this silent, accurate, and highly reliable sidearm.

Accuracy:	6
Damage:	5
Range:	3
Fire Rate:	5
Handling:	6

Cannon

Tier: Signature

Action: Double

Mag Size: 6

Attachments: Optical Sight, Barrel Length

Add an extended barrel and optics to a Magnum and you get this heavy duty sidearm with improved range and accuracy. It's a one-shot stop for most anything man-sized or smaller.

Accuracy:	8
Damage:	8
Range:	5
Fire Rate:	4
Handling:	7

Signature Weapons

Signature Weapons are the cream of the crop, the ultimate forms of their respective models. They come with special paint jobs, unique attachments that are often not possible in the weapon's base version, and a little something extra—in other words, even if you could put an extended barrel on an M133, it wouldn't be a Bull. Signature Weapons cost a lot more than regular models, but you can't loot them from fallen enemies or find them lying around the way you can other weapons.

Rebel

Tier: Signature

Action: Full Auto

Mag Size: 40

Attachments: Red Dot Sight, Suppressor, Drum Mag

Adding a drum magazine to this modified A99 removes the need to constantly reload, making it a must for drivers looking to steer and shoot.

Accuracy:	9
Damage:	6
Range:	4
Fire Rate:	8
Handling:	8

Sixer

Tier: Signature

Action: sm-float-left2 Auto

Mag Size: 6

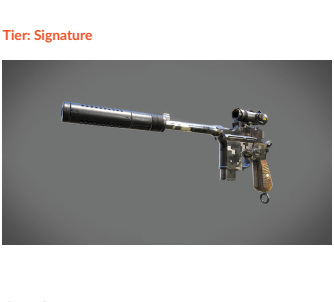
Attachments: Red Dot Sight

The old meets the new. This variation of the classic Mark IV revolver comes mounted with modern-day optics.

Accuracy:	5
Damage:	4
Range:	3
Fire Rate:	2
Handling:	5

HS77

Tier: Signature



Action: Semi-automatic

Mag Size: 10

Attachments: Red Dot Sight, Suppressor, Extended MAG

An M712 enhanced with a silencer, extended magazine, and optics for quicker handling to ensure you always shoot first.

Accuracy:	4
Damage:	3
Range:	4
Fire Rate:	3
Handling:	5

SMG

MP34

Action: Full Auto

Mag Size: 24

Attachments: 0

WWII-era submachine gun with a side-loading magazine used by the Waffen SS and brought to Kyrat early in the civil war.

Accuracy:	4
Damage:	3
Range:	4
Fire Rate:	5
Handling:	5

A2000

Action: Full Auto

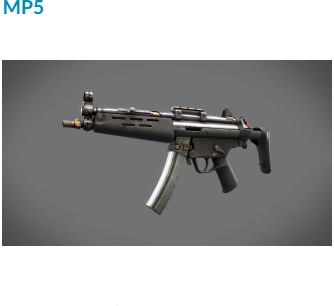
Mag Size: 24

Attachments: 1 Allowed; Reflex Sight, Extended MAG

A mainstay of Royal Army snipers as a go-to weapon for up-close enemies, it's a reliable, no-frills SMG across the board.

Accuracy:	4
Damage:	2
Range:	2
Fire Rate:	8
Handling:	6

MP5



Action: Full Auto

Mag Size: 24

Attachments: 2 Allowed; Reflex Sight, Red Dot Sight, Suppressor, Extended MAG

This German-made submachine gun is the weapon of choice for counter-terrorism operators worldwide.

Accuracy:	4
Damage:	3
Range:	3
Fire Rate:	8
Handling:	6

Vector .45 ACP

Action: Full Auto

Mag Size: 30

Attachments: 3 Allowed; Reflex Sight, Red Dot Sight, Optical Sight, Suppressor, Extended MAG

Few weapons throw down like this SMG. The larger magazine, high firing rate, and reduced recoil means it's more accurate at longer range.

Accuracy:	6
Damage:	3
Range:	4
Fire Rate:	10
Handling:	7

BZ19

Action: Full Auto

Mag Size: 64

Attachments: 3 Allowed; Reflex Sight, Red Dot Sight, Optical Sight, Suppressor, Extended MAG

This SMG has a common ancestor in the AK47, but features a high-capacity helical magazine.

Accuracy:	5
Damage:	5
Range:	4
Fire Rate:	7
Handling:	6

Shredder

Tier: Signature

Action: Full Auto

Mag Size: 50

Attachments: Optical Sight, Suppressor, Extended MAG

What's not to love about an accurate SMG with reduced recoil, a suppressor, and an ungodly firing rate? How about being on the wrong end of the muzzle?

Accuracy:	6
Damage:	6
Range:	5
Fire Rate:	10
Handling:	8

Stinger

Tier: Signature

Action: Full Auto

Mag Size: 30

Attachments: Optical Sight, Suppressor, Extended MAG

The signature Skorpion combines a high rate of fire with a suppressor for close-up combat, turning it into one dangerous stealth weapon.

Accuracy:	3
Damage:	4
Range:	3
Fire Rate:	7
Handling:	6

Stormer

Tier: Signature

Action: Full Auto

Mag Size: 40

Attachments: Red Dot Sight, Extended MAG

A beefed-up MP34, the Stormer takes a classic submachine gun and adds modern enhancements such as optics, extended magazines, harder-hitting ammo, and a recoil buffer.

Accuracy:	5
Damage:	4
Range:	5
Fire Rate:	5
Handling:	6

SHOTGUNS

M133

Action: Pump

Mag Size: 7

Attachments: 0 Allowed

Russian-made pump-action shotgun that excels at close combat, hitting targets hard and clearing rooms in tight spaces like no one's business.

Accuracy:	2
Damage:	8
Range:	1
Fire Rate:	2
Handling:	6

D2

Action: Double Shot

Mag Size: 2

Attachments: 0 Allowed

Double-barrel, sawed-off shotgun that is devastating at point-blank range. Best of all, it fits in your sidearm slot.

Accuracy:	2
Damage:	9
Range:	1
Fire Rate:	3
Handling:	8

1887

Action: Lever

Mag Size: 7

Attachments: 1 Allowed; Night Sight, Reflex Sight, Red Dot Sight, Extended MAG

This traditional lever-action shotgun is good at range, thanks to a longer barrel, but less desirable for closer targets or in confined spaces.

Accuracy:	3
Damage:	8
Range:	2
Fire Rate:	3
Handling:	8

SPAS-12

Action: Semi-automatic

Mag Size: 7

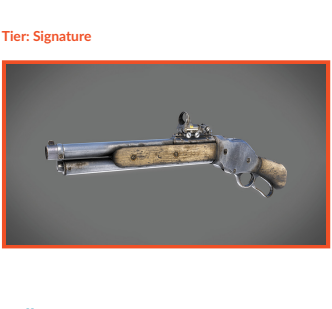
Attachments: 2 Allowed; Night Sight, Reflex Sight, Red Dot Sight, Extended MAG

An Italian semi-automatic shotgun that can be fired quickly, unloading on a target and decimating targets at close range. Note the fire rate of this beast. Rapid-tap the trigger, and people will think it's raining buckshot. Sideways.

Accuracy:	4
Damage:	8
Range:	1
Fire Rate:	5
Handling:	8

87

Tier: Signature



Action: Lever

Mag Size: 9

Attachments: Reflex Sight, Extended Mag

A sawed-off version of the 1887, this shotgun delivers higher damage and is perfect for firing while behind the wheel.

Accuracy:	2
Damage:	10
Range:	1
Fire Rate:	5
Handling:	6

Bull

Tier: Signature

Action: Pump

Mag Size: 9

Attachments: Reflex Sight, Suppressor, Extended MAG

The signature version of the M133 features reflex sights, extended barrel, and increased damage. Watch where you point it.

Accuracy:	2
Damage:	10
Range:	3
Fire Rate:	2
Handling:	10

ASSAULT RIFLES

.700 Nitro

Action: Semi-automatic

Mag Size: 2

Attachments: 1 Allowed; Night Sight, Reflex Sight, Red Dot Sight, Optical Sight

The ultimate in stopping power, this big game rifle is overkill on all but the heaviest targets: elephants, rhinos, vehicles, and armored enemies. Uses sniper rifle ammo.

Accuracy:	7
Damage:	9
Range:	8
Fire Rate:	2
Handling:	3

AK47

Action: Full Auto

Mag Size: 30

Attachments: 0 Allowed

No weapon symbolizes guerilla warfare better than the AK47, the reliable companion of soldiers everywhere for its steady, even performance.

Accuracy:	4
Damage:	5
Range:	4
Fire Rate:	4
Handling:	5

STG-90

Action: Full Auto

Mag Size: 30

Attachments: 1 Allowed; Red Dot Sight, Extended MAG

This Swiss-built assault rifle compensates average damage with better accuracy and a respectable rate of fire.

Accuracy:	8
Damage:	6
Range:	4
Fire Rate:	5
Handling:	6

F1

Action: Burst

Mag Size: 30

Attachments: 2 Allowed; Reflex Sight, Red Dot Sight, Suppressor, Extended MAG

A burst-fire bullpup assault rifle made by the French, this weapon has above-average accuracy and trades power for a higher rate of fire.

Accuracy:	6
Damage:	3
Range:	4
Fire Rate:	7
Handling:	7

MS16

Action: Semi-automatic

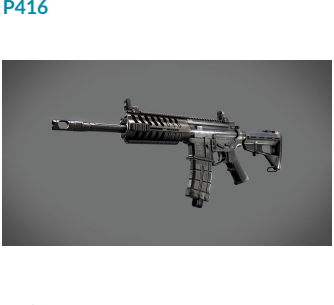
Mag Size: 15

Attachments: 2 Allowed; Reflex Sight, Red Dot Sight, Optical Sight, Suppressor, Extended MAG

The last great American battle rifle that was introduced during the Vietnam War, this semi-automatic rifle is considerably accurate.

Accuracy:	7
Damage:	6
Range:	4
Fire Rate:	4
Handling:	6

P416



Action: Full Auto

Mag Size: 30

Attachments: 2 Allowed; Reflex Sight, Red Dot Sight, Optical Sight, Marksman Sight, Extended Mag

A step up from the AK47 in terms of accuracy and rate of fire, this weapon is expensive and deadly in the hands of precision shooters. It's also one of the most versatile weapons in the game, thanks to its ability to accept a wide range of sights.

Accuracy:	6
Damage:	5
Range:	4
Fire Rate:	9
Handling:	6

A52

Action: Full Auto

Mag Size: 30

Attachments: 2 Allowed; Reflex Sight, Red Dot Sight, Optical Sight, Suppressor, Extended MAG

Israel's answer to the AK, this rifle delivers a heavy punch best served in short bursts thanks to its even heavier recoil.

Accuracy:	6
Damage:	8
Range:	4
Fire Rate:	7
Handling:	5

Elephant Gun

Tier: ULC

Action: Semi-automatic

Mag Size: 2

Attachments: Optical Sight

This large gun lives up to its name, stopping elephants in their tracks and putting a hefty bruise into the shooter's shoulder. Uses sniper rifle ammo.

Accuracy:	8
Damage:	10
Range:	8
Fire Rate:	2
Handling:	3

Bushman

Tier: Signature

Action: Full Auto

Mag Size: 40

Attachments: Marksman Sight, Suppressor, Extended MAG

One of the rare assault rifles with the perfect assembly for balanced performance in assault combat. Which means someone took the most well-rounded gun in Kyrat, the P416, and ran it through the even-better-ator.

Accuracy:	8
Damage:	6
Range:	6
Fire Rate:	9
Handling:	7

Warrior

Tier: Signature

Action: Full Auto

Mag Size: 40

Attachments: Red Dot Sight, Suppressor, Extended MAG

A signature AK that, among other things, includes optics, an extended magazine, and some extra punch to earn its name.

Accuracy:	6
Damage:	6
Range:	4
Fire Rate:	4
Handling:	6

Trooper

Tier: Signature

Action: Semi-automatic

Mag Size: 20

Attachments: Marksman Sight, Suppressor, Extended MAG

A signature version of the MS16 that takes the already formidable weapon and improves its accuracy and usability.

Accuracy:	7
Damage:	6
Range:	4
Fire Rate:	4
Handling:	6

LIGHT MACHINE GUNS (LMGS)

PKM

Action: Full Auto

Mag Size: 100

Attachments: 0 Allowed

This Russian-made machine gun trades off its longer reload time with long-range supremacy and a magazine that holds enough ammo to end most fights before reloading becomes an issue.

Accuracy:	5
Damage:	5
Range:	6
Fire Rate:	8
Handling:	2

U100

Action: Full Auto

Mag Size: 60

Attachments: 1 Allowed; Reflex Sight, Red Dot Sight, Optical Sight, Extended MAG

This easy-to-handle light machine gun from Singapore checks all the right boxes with its accuracy and quick reloading.

Accuracy:	6
Damage:	5
Range:	6
Fire Rate:	6
Handling:	4

MKG

Action: Full Auto

Mag Size: 80

Attachments: 2 Allowed; Reflex Sight, Red Dot Sight, Optical Sight, Marksman Sight, Extended MAG

A proven battlefield weapon designed for squad support with its very high rate of fire, this weapon makes short work of ground forces.

Accuracy:	6
Damage:	7
Range:	6
Fire Rate:	9
Handling:	3

MG42

Action: Full Auto

Mag Size: 100

Attachments: 2 Allowed; Reflex Sight, Red Dot Sight, Optical Sight, Marksman Sight, Extended MAG

A relic from WWII, this German machine gun has such a high rate of fire that it shreds enemy soldiers and has earned the nickname, "Hitler's Buzzsaw".

Accuracy:	7
Damage:	7
Range:	7
Fire Rate:	8
Handling:	2

Buzzsaw

Tier: Signature

Action: Full Auto

Mag Size: 400

Attachments: Optical Sight, Extended MAG

A modified MG42 machine gun from WWII, supercharged to deal with vehicles and armor that weren't around in Hitler's days.

Accuracy:	9
Damage:	9
Range:	8
Fire Rate:	9
Handling:	4

Ripper

Tier: Signature

Action: Full Auto

Mag Size: 200

Attachments: Marksman Sight, Extended MAG

The signature MKG increases damage, accuracy, and range, while reducing recoil and extending the magazine; it is the best weapon to win a war.

Accuracy:	7
Damage:	9
Range:	7
Fire Rate:	8
Handling:	4

Driller

Tier: ULC

Action: Full Auto

Mag Size: 200

Attachments: Optical Sight, Extended MAG

The Driller earns its name as the PKM Signature Weapon by adding penetrating rounds to the mix to rip through flesh and walls with equal ease.

Accuracy:	7
Damage:	9
Range:	6
Fire Rate:	8
Handling:	4

SNIPER RIFLES

SVD

Action: Semi-automatic

Mag Size: 5

Attachments: 0 Allowed

Accurate and reliable, this rifle is popular with Royal Army snipers for its extended mag and its ability to fire on semi-auto.

Accuracy:	7
Damage:	7
Range:	7
Fire Rate:	4
Handling:	3

M-700

Action: Bolt

Mag Size: 5

Attachments: 2 Allowed; High Powered Scope, Suppressor, Extended MAG

This bolt-action sniper rifle is a mainstay of snipers for its unmatched range and accuracy, despite a low rate of fire.

Accuracy:	8
Damage:	7
Range:	7
Fire Rate:	2
Handling:	4

Z93

Action: Bolt

Mag Size: 8

Attachments: 3 Allowed; High Powered Scope, Enhanced Scope, Suppressor, Extended MAG

This bolt-action, high-powered .50 cal rifle has the punch to penetrate through walls and put down any large target.

Accuracy:	8
Damage:	9
Range:	8
Fire Rate:	3
Handling:	5

SA-50

Action: Semi-automatic

Mag Size: 8

Attachments: 3 Allowed; High Powered Scope, Enhanced Scope, Suppressor, Extended MAG

This .50 cal semi-auto sniper rifle can penetrate walls and unleash devastation from a distance.

Accuracy:	8
Damage:	9
Range:	8
Fire Rate:	5
Handling:	5

Predator

Tier: Signature

Action: Bolt

Mag Size: 10

Attachments: Enhanced Scope, Suppressor, Extended MAG

A suppressed signature M-700 with illuminated optics, high-capacity magazines, and a slick paint scheme.

Accuracy:	8
Damage:	8
Range:	8
Fire Rate:	2
Handling:	5

AMR

Tier: Signature

Action: Bolt

Mag Size: 12

Attachments: 2 Allowed; Enhanced Scope, Extended MAG

Enhanced optics, extended mags, and explosive rounds make this signature Z93 the ultimate long-range weapon. Not quiet, but it can headshot an elephant, stop a technical with one round, and throw men around like rag dolls.

Accuracy:	10
Damage:	10
Range:	10
Fire Rate:	2
Handling:	5

LAUNCHERS

RPG-7

Action: Single Shot

Mag Size: 1

Attachments: 0 Allowed

These anti-armor weapons are so common that at least one appears in every insurgents' group photo ever taken.

Accuracy:	5
Damage:	10
Range:	10
Fire Rate:	1
Handling:	1

M-79

Action: Single Shot

Mag Size: 1

Attachments: 0 Allowed

The most devastating sidearm in the game, this Vietnam War-era single-shot grenade launcher is a vehicle-killer good at sending short- to mid-range targets an explosive present. Mixes very well with flying or driving missions.

Accuracy:	5
Damage:	10
Range:	8
Fire Rate:	2
Handling:	4

GL-94

Action: Pump

Mag Size: 4

Attachments: 0 Allowed

This grenade launcher holds four rounds, providing tons of explosive power at the cost of long reload times.

Accuracy:	5
Damage:	8
Range:	8
Fire Rate:	3
Handling:	4

GL-A87

Action: Full Auto

Mag Size: 8

Attachments: 0 Allowed

A Chinese-made, automatic grenade launcher. The power of an artillery strike in a handheld package.

Accuracy:	5
Damage:	10
Range:	6
Fire Rate:	6
Handling:	3

Lk-1018

Action: Single Shot

Mag Size: 1

Attachments: 1 Allowed; L-CAM

Tough to get a handle on at first, but crazy-powerful once you get the hang of it. Fires rounds that can be guided after launch. The L-CAM upgrade enables it to lock on to vehicles and replaces rockets with cluster missiles.

Accuracy:	8
Damage:	10
Range:	10
Fire Rate:	1
Handling:	1

SPECIALS

Flare Gun

Action: Single Shot

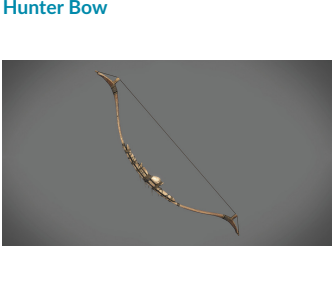
Mag Size: 1

Attachments: 0

Single-shot breach-loading signal pistol that excels at setting things on fire from far away. It can take down most vehicles in one shot.

Accuracy:	5
Damage:	6
Range:	8
Fire Rate:	1
Handling:	5

Hunter Bow



Action: Single Shot

Mag Size: 1

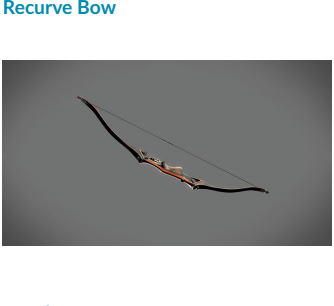
Attachments: 0

Alternate Ammo: Explosive Arrow, Fire Arrow

Sometimes the old ways are best. A simple bow used by Kyrati hunters when the world was still young. Granted, they might not have used explosive arrows.

Accuracy:	6
Damage:	7
Range:	7
Fire Rate:	4
Handling:	6

Recurve Bow



Action: Single Shot

Mag Size: 1

Attachments: 1 Allowed; Red Dot Sight, Marksman Sight

Alternate Ammo: Explosive Arrow, Fire Arrow

A deadly weapon in the hands of a skilled hunter, it too can fire different arrow types over great distances.

Accuracy:	7
Damage:	8
Range:	8
Fire Rate:	5
Handling:	7

Impaler

Tier: ULC

Action: Single Shot

Mag Size: 1

Attachments: 0

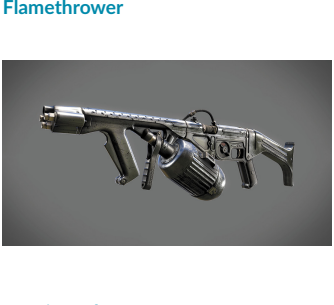
A single-shot compressed air harpoon gun. A highly impractical weapon, but it never fails to satisfy.

Accuracy:	4
Damage:	10
Range:	7
Fire Rate:	2
Handling:	2

NOTE

Remember, the Impaler is a harpoon gun, not a spear gun. It does not work underwater. So you should still be terrified of demon fish.

Flamethrower



Action: Stream

Mag Size: 100

Attachments: 1 Allowed; Extended Mag

It doesn't matter if your target is flammable or inflammable, the flamethrower is a go-to firestarter. It has a longer range than you might imagine, too.

Accuracy:	3
Damage:	10
Range:	5
Fire Rate:	10
Handling:	5

Repair Tool

Action: Tool

Mag Size: —

Attachments: 0

The thing about the repair tool is, it's a *blowtorch*. In other words, fire. And fire tends to make more fire out of anything it touches. The blowtorch definitely isn't the most efficient killing tool in your arsenal. But it might be the most embarrassing.

Accuracy:	10
Damage:	3
Range:	1
Fire Rate:	5
Handling:	5

Khukri Knife

Action: Melee

Mag Size: —

Attachments: 0

The East Asian version of the machete is often used for acts as simple as chopping wood or cutting vegetables, but it can also cleave flesh and bone if the need arises. The machete itself can be found in the arena, along with two additional upgraded knives: the "Butcher" and the Japanese tanto.

Accuracy:	5
Damage:	7
Range:	1
Fire Rate:	5
Handling:	5

THROWABLES AND EXPLOSIVES

C4

Attachments: 1 Allowed; Sticky

A manually triggered explosive bundle capable of turning anything into a small mushroom cloud.

Accuracy:	5
Damage:	10
Range:	4
Fire Rate:	1
Handling:	1

Mine

Attachments: 1 Allowed; Sticky

The classic proximity-triggered explosive, though they can also be triggered manually with a bullet. There's no better device to make sure an enemy doesn't sneak through a doorway or drive up a road without paying the price. They can also stop a charging rhino in its tracks, if you need that (and you will).

Accuracy:	5
Damage:	10
Range:	4
Fire Rate:	1
Handling:	1

Grenade

Attachments: 1 Allowed; Sticky

The most versatile explosive you can buy. Grenades aren't fussy. They'll total human soldiers, rampaging animals, or enemy vehicles. They'll blow up on land, underwater, or even stuck to something. Hold it longer to "cook" it and give your target less time to find cover before it detonates.

Accuracy:	7
Damage:	8
Range:	8
Fire Rate:	3
Handling:	3

Grenades, mines, and C4. The snap, crackle, and pop of personal explosive devices.

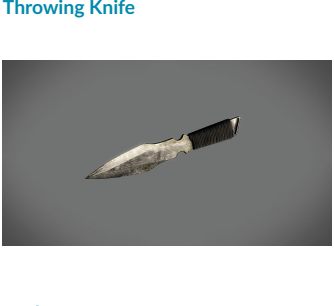
Molotov

Attachments: 0

A surprisingly effective weapon, a single Molotov can light most any target on fire. Enemy soldiers? Check. Enemy vehicles? Check—though it may take a few seconds. A huge swath of grass and trees that will scare away animals and burn attacking soldiers hiding behind cover? Check. Just don't try to use them on demon fish. Molotovs hate water.

Accuracy:	7
Damage:	8
Range:	7
Fire Rate:	3
Handling:	2

Throwing Knife

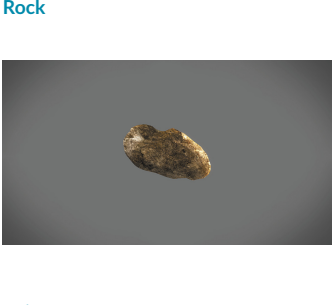


Attachments: 0

A fantastic silent-kill weapon with a surprising range. Guns and bombs and other fancy tech are all great, but sometimes all you need is a sharp piece of metal and a decent throwing arm.

Accuracy:	8
Damage:	8
Range:	8
Fire Rate:	3
Handling:	3

Rock



Attachments: 0

What's that? A rock isn't a weapon? Tell that to the poor guy who came to investigate the sound of one hitting a bush and ended up with your knife in his brain.

Accuracy:	7
Damage:	0
Range:	7
Fire Rate:	3
Handling:	3

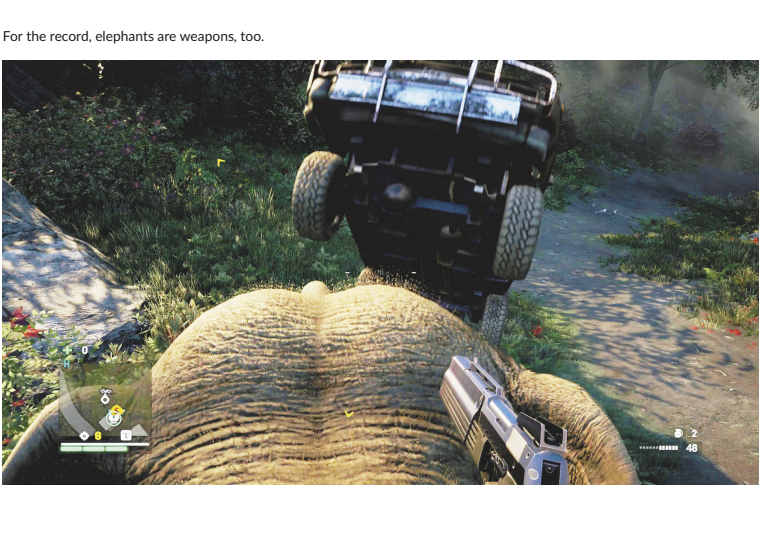
Bait

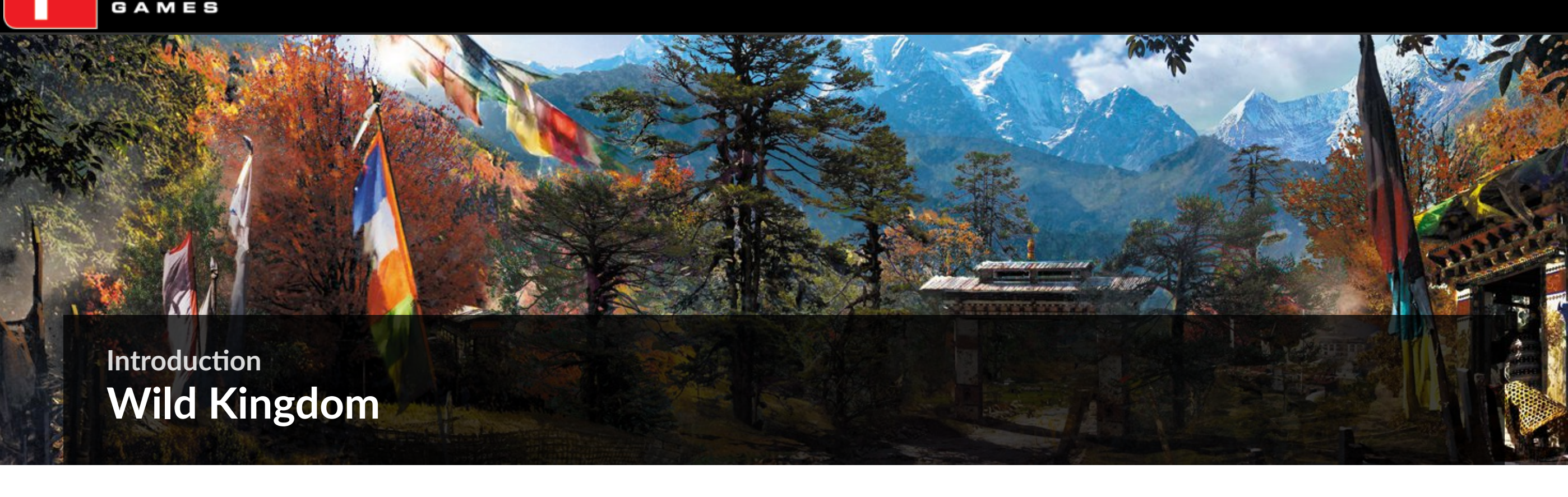
Attachments: 0

You may not think of bait as a weapon, either. But you know who does? That dude who got mauled by wolves after you hucked a two-pound hunk of "not a weapon" at his feet.

Accuracy:	7
Damage:	0
Range:	7
Fire Rate:	3
Handling:	3

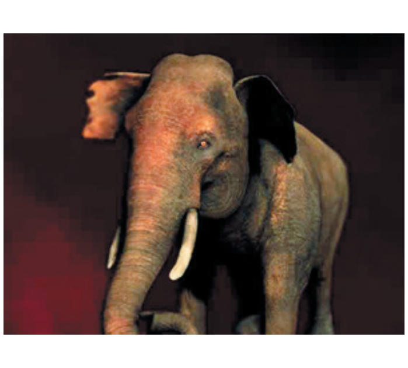
For the record, elephants are weapons, too.





A Survivalist's Guide to Kyrat's Bloodthirsty Fauna

ASIAN ELEPHANT



Attitude: **Depends on equipped skills**

Health: **4**

Damage: **5**

True, the Asian elephant is smaller than its African relative, but that's pretty much like being the second-largest aircraft carrier in the fleet. These lumbering titans exist almost independently from the world, part animal and part force of nature. At the start of the game, elephants are happy to ignore you as long as you don't get too close (so do *not* get too close). But once you learn the Elephant Rider skill, they become your personal walking, stomping, trunk-lashing battle tanks, as speedy as a stampeding wildebeest and as durable as a cement truck.

Rare Specimen: Thick Skin

ASIAN RHINO

Attitude: **Defensive**

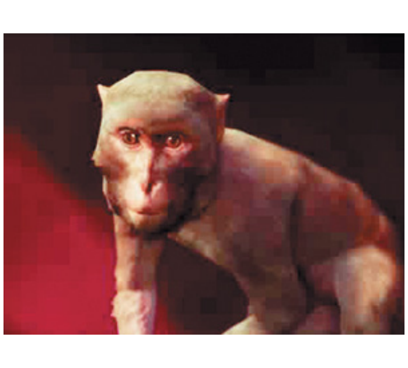
Health: **5**

Damage:**5**

Amazingly, one could argue that rhinos are even more dangerous than elephants, because of their dual tendencies to appear in groups of two or three and charge like a raging bull at anyone or anything that gets too close. Their steely hide enables them to shrug off even more damage than an elephant, and they can flip vehicles faster than a rocket-powered bulldozer. (Which can be good or bad, depending.)

Rare Specimen: Karkadann

ASSAM MACAQUE



Attitude: **Passive**

Health: **1**

Damage:**Nil**

This tiny primate is one of very few animals in Kyrat that can't kill you—unless someone tapes a proximity mine to its back, that is.

Attitude Adjustment

Every species of animal in *Far Cry 4* has one of three basic temperaments.

Passive: The animal will either ignore you or run from you. No danger.

Defensive: Safe from a distance, but if you get too close or make too much noise (gunshots and explosions in particular), you're paste.

Aggressive: It sees us! Run for your life!

BEEHIVE

Attitude: **Passive**

Health: **1**

Damage:**3**

Most of the time, beehives are harmless. But on that rare occasion when someone puts a bullet in the hive, knocking it down? It's like a thousand tiny knives stabbing you all at once.

BENGAL TIGER

Attitude: **Aggressive**

Health: **3**

Damage:**4**

A clawed-and-fanged cruise missile in orange and black, the tiger rules the wilds of Kyrat and fears nothing: not rhinos, not elephants, and certainly not you. If you even think there's a tiger around, throw bait and a land mine, in that order, then grab your biggest gun and stand back.

Rare Specimen: Sky Tiger

BHARAL

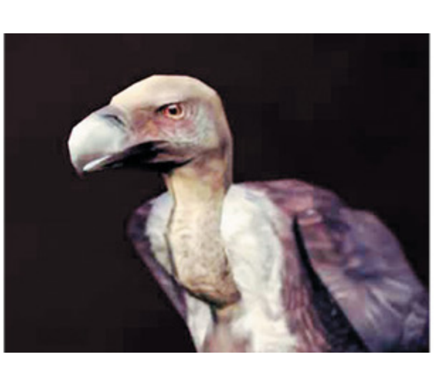
Attitude: **Passive**

Health: **1**

Damage:**Nil**

A gentle mountain goat that seems out of place in Kyrat's savage biome. And we love it for that.

VARIOUS BIRDS



With one notable exception, the birds of Kyrat are blessedly harmless. They also hold little value, though you'll need to bag and skin one of each to unlock their entries in King Min's Kyrat Guide.

BLACK EAGLE

Attitude: **Aggressive**

Health: **1**

Damage:**3**

Throughout most of the world, eagles are content to rule the skies in peace, soaring upon the winds and peering down upon the world with goodwill toward all creatures other than rodents and possibly fish or other small birds, depending upon species. But in Kyrat? Those feathery bastards want you dead so they can pick your bones like vampire vultures.

CLOUDED LEOPARD

Attitude: **Aggressive**

Health: **2**

Damage:**3**

Let's get this out of the way: Yes, the clouded leopard looks like a big, fuzzy, kitty. But it behaves like a fur-covered buzzsaw with a penchant for serial murder.

Rare Specimen: Shadow Leopard

DEMON FISH

Attitude: **Aggressive**

Health: **2**

Damage:**3**

Hey, remember that cartoon you saw where the people ran from the bees or the tiger or whatever and jumped into the river? In Kyrat, that is a *terrible* idea. Demon fish might not be actual demons, but don't tell them that. It'll only make them even madder.

Rare Specimen: Black Water Dragon

TIP

Although you may occasionally encounter an animal's rare specimen out in the wild (or in the arena), most of them appear only during the Fashion Week in Kyrat quests assigned by Mr Chiffon.

DHOLE

Attitude: **Aggressive**

Health: **1**

Damage:**1**

"Hey, look! It's a pack of wild puppies! Come here, little guy! Let me pet yAAAUGH! IT BIT ME! AHH! SO DID THAT ONE AND—OWW!—NOW THEY'RE ALL RUNNING AND BITING ME AND I CAN'T FOCUS AND AAAAAGUGUUUUGHHH...."

In other words, don't pet the dholes.

Rare Specimen: Tenzin

DOG

Attitude: **Aggressive**

Health: **1**

Damage:**1**

In contrast to the dhole, the guard dog is not wild. That said, it's not exactly tame, either—unless your definition of "tame" includes using your liver for a chew toy. But you can't really blame the pooch. If your natural habitat was hanging around with Min's corrupt soldiers, you'd be itching to maul someone too.

HIMALAYAN BROWN BEAR

Attitude: **Aggressive**

Health: **4**

Damage:**5**

The brown bear may look slightly less imposing than its darker-furred relative, but it's actually even more dangerous. Because regardless of color, a bear is still a bear. Which means it's actually a thousand-pound professional wrestler with massive clawed paws, a vicious bite, and the strength of, for lack of a better comparison, an angry bear.

HONEY BADGER

Attitude: **Defensive**

Health: **3**

Damage:**2**

The bravest and craziest creature in all of Kyrat, the honey badger charges fearlessly into battle, utterly unconcerned with the fact that it's barely the size of a small dog. Other animals kill you with size, or claws, or teeth, or strength in numbers. But the honey badger can take you down with nothing but attitude and tenacity. Underestimate it, and it'll put you in the ground.

Rare Specimen: Gulo

JALAPURA

Attitude: **Passive**

Health: **1**

Damage: **Nil**

The most elusive non-rare creature in Kyrat. Watch for it skittering across rocks or in caves.

MALAYAN TAPIR

Attitude: **Passive**

Health: **1**

Damage: **Nil**

Poor tapir. Somebody has to be the lowest member of the food chain, and these helpless fellows are it. The only way a tapir can cause you harm is if you happen to be near a herd of them when a leopard or a pack of wolves springs an ambush, then turns on you. Which, come to think of it, could totally happen because tapirs are walking bullseyes for those guys. Yeah, forget what it says above. Tapirs are dangerous.

MUGGER CROCODILE

Attitude: **Aggressive**

Health: **3**

Damage:**4**

You probably won't see many of these aptly named lurking horrors as you journey through Kyrat, but consider that a blessing. Because when you actually do see a mugger crocodile, there's a very good chance he saw you first. And that tends to end badly.

PIG

Attitude: **Passive**

Health: **1**

Damage:**Nil**

Harmless and ham-filled, these gentle farmyard creatures run wild in Kyrat. This is somewhat ironic considering the Kyrati people are all vegetarians.

PIT VIPER

Attitude: **Defensive**

Health: **1**

Damage:**2**

You'll hear a pit viper long before you see it. In fact, there's a good chance you'll even get bitten by a pit viper long before you see it. Luckily, the poison is mild, which makes this ropey green cheap shot artist more of an annoyance than a threat.

RAT

Attitude: **Passive**

Health: **1**

Damage:**Nil**

Of course Kyrat has rats. Every civilization on Earth has rats. Thankfully, *Far Cry 4* is not a decade-old MMO, so you can ignore them instead of spending the next 20 hours of your life killing them.

RED CROWNED TURTLE

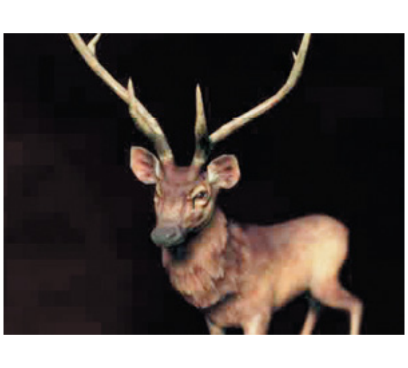
Attitude: **Passive**

Health: **1**

Damage:**Nil**

These tortoise-like reptiles draw into their shells at the slightest hint of danger. Which, considering this is Kyrat, makes one wonder how they ever get anything done.

SAMBAR



Attitude: **Passive**

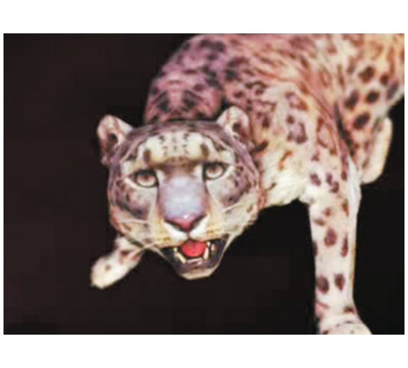
Health: **1**

Damage: **Nil**

Gentle and graceful, sambar are peaceful forest creatures who stand as glorious proof that it is possible to remain pure and decent in this harsh and unforgiving wilderness.

Unfortunately, their skins also make a darn good explosive bag, so you're going to want to whack a few.

SNOW LEOPARD



Attitude: **Aggressive**

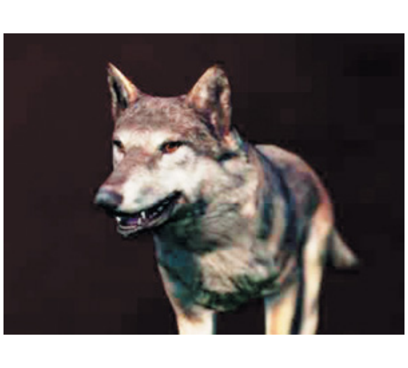
Health: **3**

Damage:**3**

The snow leopard is larger and lighter in color than the clouded leopard, and sticks to cooler climes and higher altitudes.

Those are the differences. The similarities include an absolute devotion to murder and a possible taste for human flesh.

TIBETAN WOLF



Attitude: **Aggressive**

Health: **2**

Damage:**2**

Bears are bigger, and tigers are flashier, but there's a reason wolves are the apex predator in many parts of the world: teamwork. They hunt in packs and take turns, chasing, attacking, and resting in shifts until their exhausted prey collapses from exertion and blood loss. Then, without bothering to administer a killing blow, the wolves begin their feast.

At least, that's what they do with a moose. For something as small as a person, they'll probably skip the chase part.

Rare Specimen: Mad Devil

WHITE-CHESTED BEAR

Attitude: **Aggressive**

Health: **4**

Damage:**4**

Here's a little-known fact: bears are *omnivores*. That means they can and will eat almost anything—including nuts, berries, honey, fruit, edible roots and twigs, carrion, and you. And by the looks of things, Kyrat is running a bit short on nuts, berries, honey, fruit, edible roots and twigs, and carrion.

Rare Specimen: Ghost Bear

WILD BOAR

Attitude: **Defensive**

Health: **2**

Damage:**2**

How do you tell a wild boar from a regular pig? For starters, wild boars have longer bristles. Plus, wild boars are always light gray. And finally, wild boars will not hesitate to lay you out with the two long, sickle-shaped tusks that jut from their jaws like bone daggers. So there's that.

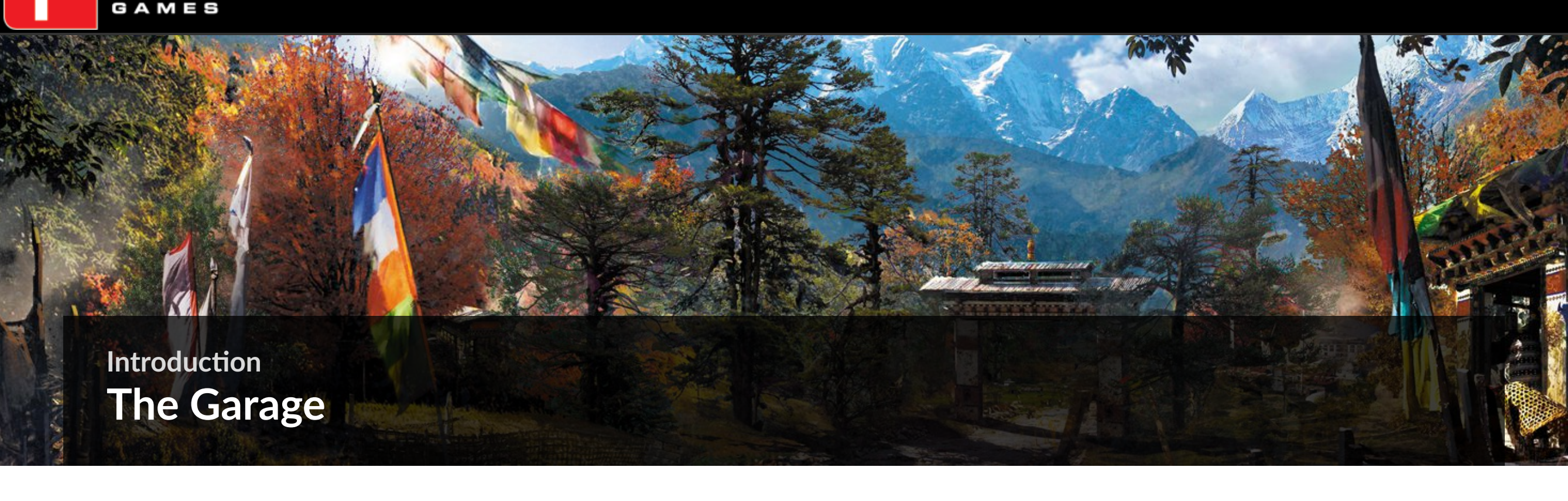
YAK

Attitude: **Defensive**

Health: **3**

Damage:**3**

You wouldn't think an animal that looks like a melting carpet and moans like your uncle the day after a bender would pose much of a threat. Then again, you've never been eye-to-eye with a ground-shaking stampede of melting carpets, have you?



From Wingsuits to Watercraft, Here's Every Way to Get Around Kyrat

TECHNICAL

Technically, a "technical" is any civilian-model vehicle that has been retrofitted into a war machine-—typically by mounting the biggest possible gun in the back. Under its hood, *Far Cry 4* refers to pickup trucks as technicals and jeeps as scavengers. But the differences are trivial, so this guide will call unarmed pickups "trucks", unarmed jeeps "scavengers", and use the collective term "technical" for anything with a giant gun on its backside. Because when it's ten feet away, shredding you with a steady stream of 108mm shells, the last thought in your head is, "jeep or truck?"

Most technicals in *Far Cry 4* are equipped with MKG or DShK mounted guns. A few have also been equipped with the GL-A87 grenade launcher, but they're rare as hen's teeth. Very, very explosive hen's teeth.

TIP

When trying to take out the operator of a technical's mounted gun, don't aim for the chest (too much shielding) or even the head (too small a target). Instead, drop your sights and unload into his hips and groin. It's a softer, larger target and a much faster kill.

Stay Alive with Autodrive

Robotic cars that drive themselves may seem like the wave of the future to us, but Kyrat has apparently had the technology for years. While driving in any vehicle, press in on the control stick to turn on autodrive. The vehicle will then take you to your next waypoint all by itself, leaving you free to shoot at foes behind or beside you. It's a life-saver.

Destroy the Pagan's Wrath convoy
AUTODRIVE ON

QUAD

One of the most common and versatile modes of transport in Kyrat, there's a strong chance this ATV will be the first vehicle you encounter. Be careful. Despite its relatively weak motor, the quad is much speedier than you would expect. It's also prone to skidding, so go easy on the throttle until you grow accustomed to riding its off-road lightning.

TUK TUK

Stylish. Classy. A babe magnet. The tuk tuk is none of these things. Apparently born when one drunken engineer bet another that there was no way to make a moped look even geekier, the tuk tuk is nonetheless one speedy little ride as long as you stick to the roadways. If only it had windows you could roll up to muffle the sound of people laughing at you as you drive by.

CARGO TRUCK

They may say "tea" on the outside, but there's usually nothing but evil on the inside. The good news is, if you can kill the driver and hijack the truck, you'll usually get a reward for delivering the supplies it carries to the Golden Path (see Pagan's Wrath: Cargo side quest). Also, cargo trucks can absorb a ton of damage, which makes them a great vehicle to ride into hostile territory.

BUGGY

For much of *Far Cry 4*, your best off-road option is the lowly ATV. Then this beauty rolls up. Stable and untroubled by all but the most rugged terrain, the buggy streaks across the land like a shark chasing a wounded seal. What a machine.

CIVILIAN CARGO TRUCK

You'll usually encounter these festive haulers during Armed Escort side quests. Their artistic exteriors are second to no other vehicle in Kyrat, and the platform that enables you to ride on top, complete with a fence to provide cover, is a thing of beauty in and of itself.

CIVILIAN VEHICLES

Sub-classified as the Darrah sedan, Minivan, and the hatchback Stryus, these are the garden-variety jalopies of Kyrat. Nothing fancy here, but they will get you from point A to point B faster than walking. Assuming there's a road, at least.

SNOWMOBILE

Much like the ATV, this personal conveyance of the frozen mountaintops is both faster and fishier than you would imagine. Unlike the ATV, the snowmobile is often found traversing ice slicks very close to thousand-foot death drops. Treat it gingerly until you learn to control it properly.

ELEPHANT

The slowest mode of transportation in Kyrat, bar none. On the bright side? YOU ARE RIDING AN ELEPHANT.

HOVERCRAFT

Take a good look at this vehicle, because this is Kyrat's answer to Aladdin's flying carpet. Able to glide over water or land with equal grace, the hovercraft is sleek, maneuverable, and utterly incapable of crossing rugged terrain. Stick to the flat stuff, and she's a dream come true.

JET SKI

You wouldn't think anyone in Kyrat other than Min could afford a luxury item like a personal watercraft. But given the total lack of any sort of public transit system and the number of important locations that can only be reached by crossing water, perhaps it's not all that surprising after all.

CIVILIAN BOAT

Slightly better than swimming, this boat is as no-frills as you can get without having to paddle it yourself.

RHIB

For a slightly classier ride, check out the rigid-hulled inflatable boat, which often comes complete with a mounted gun turret for added offense. After all, those demon fish are nasty.

PATROL BOAT

Big. Durable. Armed. Patrol boats are the kings of the Kyrati waterways. You won't see many with Golden Path troops inside, but Min has plenty.

WINGSUIT

The average speed of a wingsuit flyer is 100 mph, and speeds twice that have been recorded. Wear goggles.

Who needs an engine and wheels when you have wings and a parachute? Not you. Sure, the wingsuit doesn't steer so well, but it's quicker than a glider or a buzzer. Plus, it's just plain bad-ass.

GLIDER

This man-kite seems to have a split personality. On one hand, it's silent and serene, capable of granting its passenger a moment of peace amid even the most war-torn chaos. On the other hand—the one holding the semi-automatic handgun—it gives you a free fist in which to grasp a sidearm. But be warned, until you learn to bring it in softly and bail out just before touching down, that peaceful ride often ends with your shattered body lying lifeless near the glider's wreckage.

H-63

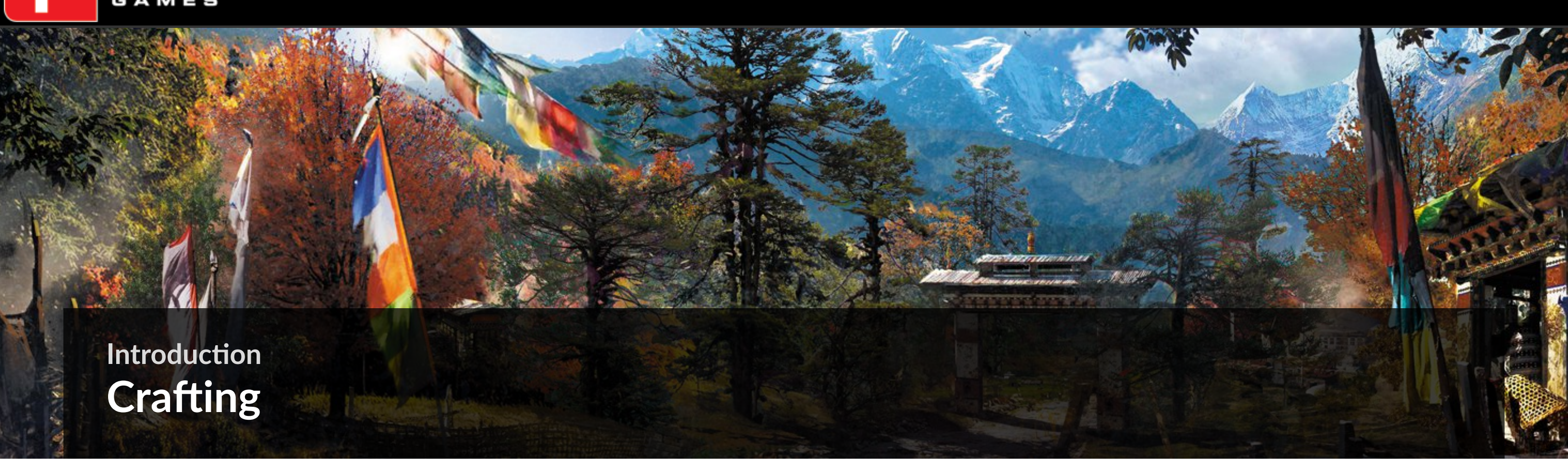
The sound of this airbeast's rotors whopping overhead is a sure sign of bad things to come. You can't fly the H-63—but you can smash it from the heavens with a rocket launcher, grenade, sticky C4, explosive arrows, or even sustained fire from a normal weapon.

BUZZER

A huge addition to the *Far Cry 4* garage, this Kyrati gyrocopter is practically a teleportation device…albeit a noisy, somewhat slow-moving one. Hop in a buzzer and you can take off from anywhere, go almost anywhere, and land (you see this coming, right?) almost anywhere. Yes, it does have trouble with thin air—if it sounds an alarm and starts to spin, drop your altitude a bit. And yes, if you don't wait a moment to let the rotors spin down when you land, there's a chance it'll swoop off on its own when you disembark, which always ends in a fireball. But the ability to fly all over the map, raining bullets, crossbow bolts, and possibly even launched grenades down upon your foes? Absolutely priceless.

TIP

Buzzers can be tough to find in the world, but there's always one on the road leading east out of Khilana Bazaar.

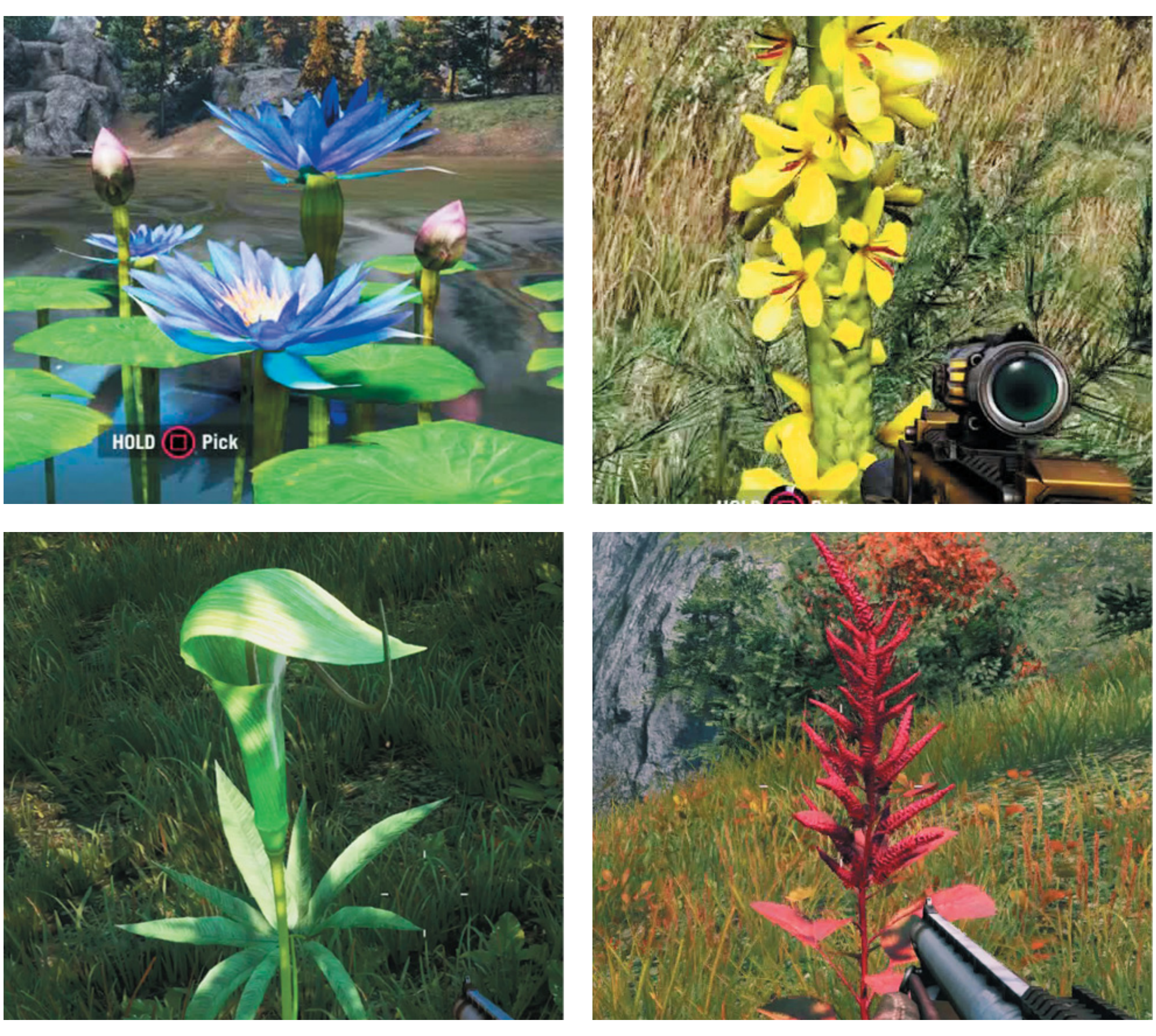


(or "How to Sew Your Own Stylish Wallet Using Only Five Rhino Hides")

SYRINGES

Syringes give you crazy buffs like heightened perception or amplified physical abilities. Or, you know, *health*, which is always good. And the recipes are surprisingly easy. As long as you know the skills (and you should learn at least the first four because they're well worth the skill points), you just have to pluck a few flowers here and there during your adventures and you're practically superhuman. For a minute or two, anyway.

Syringe	Plants Needed	Effects
Health	2 Green	Instantly heals two to six blocks of health (dependent upon skill level). Crafts automatically, no skill required.
Hunting	1 Blue, 1 Red	Highlights enemies and animals. Upgraded form makes you virtually silent and prevents animals from reacting to you unless provoked.
Survival	1 Yellow, 1 Red	Reduces the damage you take from physical attacks. Upgraded form also reduces damage from weapons fire.
Focus	1 Blue, 1 Yellow	Increases running and swimming speed and enables longer dives underwater. Upgraded form makes it harder for enemy weapons fire to hit you when you are moving.
Overdose	1 Purple, 1 Silver	Doubles the damage you deal and receive for 30 seconds. Not upgradeable.



Plants come in multiple colors and many, many shapes. They're worth tracking down on the mini-map.

TIP

Most syringes last only 30 seconds when you first unlock the skill to craft them. But as you upgrade the skill, their duration swells to a whopping 170 seconds.

NOTE

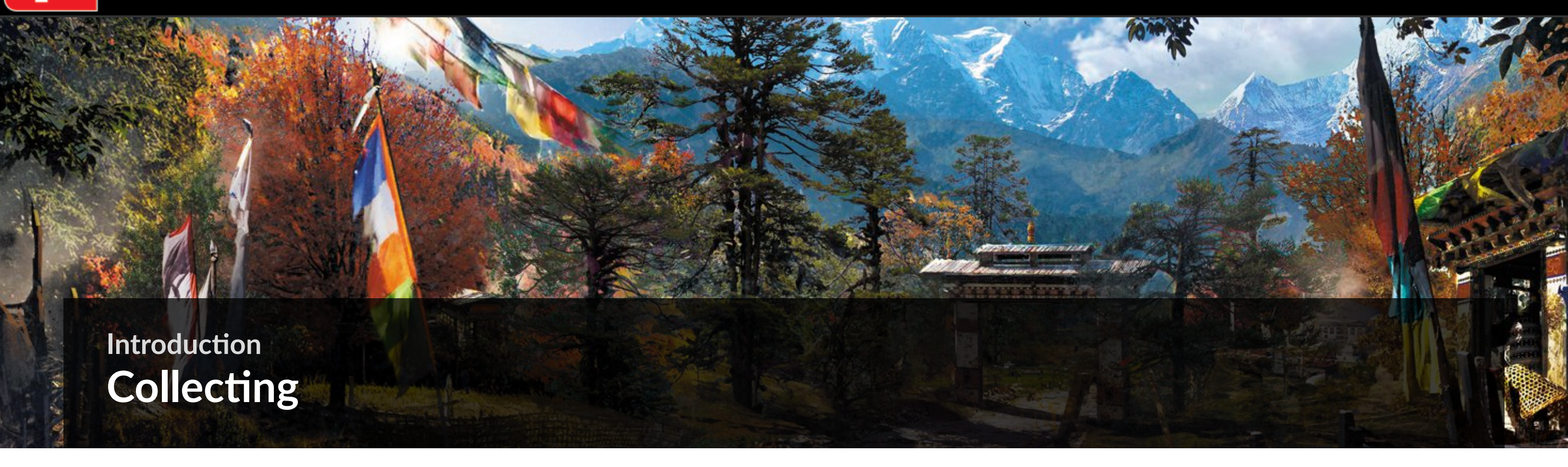
Syringes don't "stack." Injecting a new syringe while the old one is still active will simply cancel the old one, not combine their effects. The only exception is health syringes, which do not interrupt the effects of any other syringes.

BAGS, WALLETS, HOLSTERS, AND QUIVERS

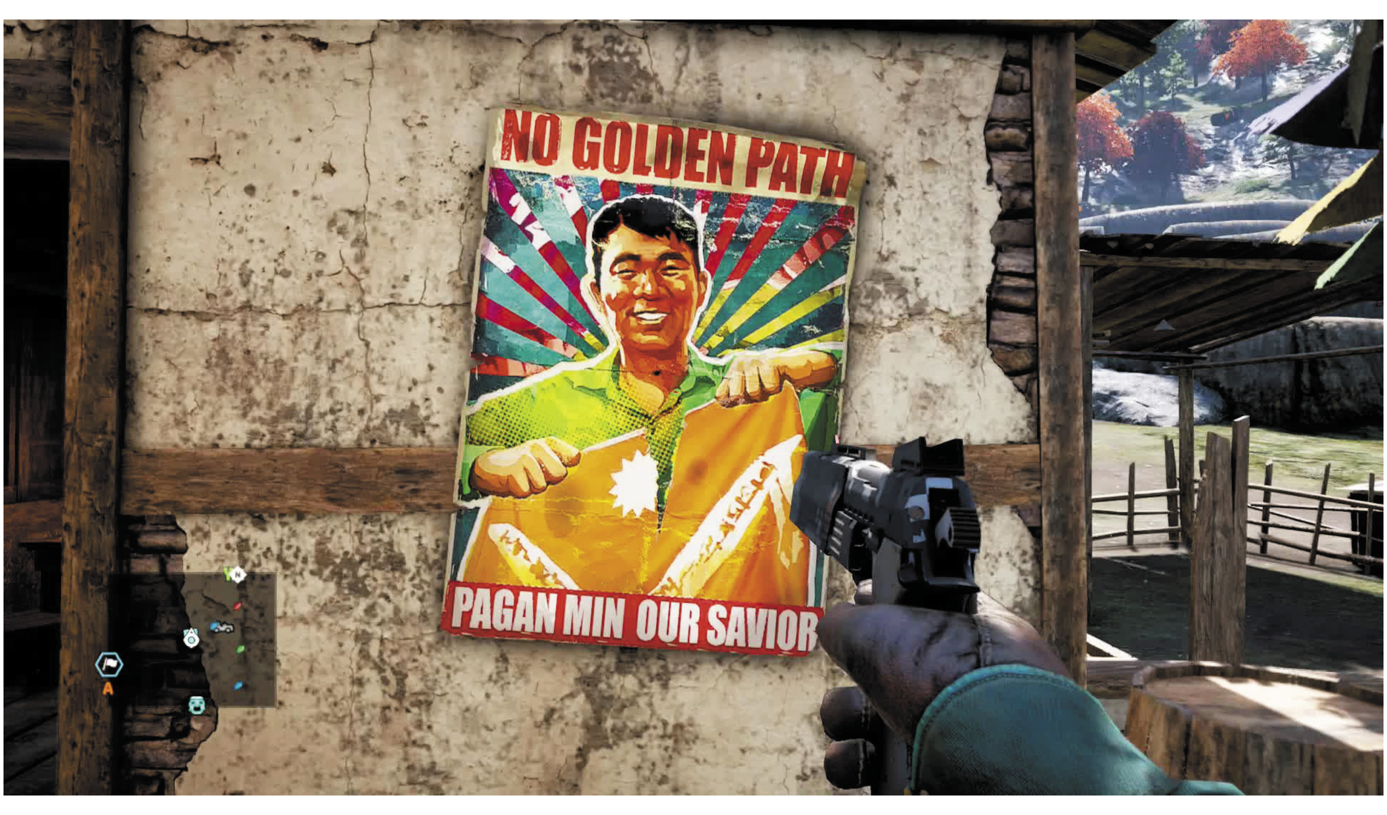
Overthrowing a tyrannical government by force requires a lot of cargo capacity. Weapons, ammo, explosives...not to mention all the booty and dead animal parts. It's a load. Furthermore, Ajay needs to keep his hands free for the shootery and such. So, until Mr Chiffon designs him one of those safari vests with all the pockets, you'll need to hunt and kill piles of animals and fashion their skins into increasingly larger containers.

Level	Upgrade Recipe	Capacity
Weapon Holster		
Base	–	1 weapon
1	3 Tibetan Wolf skins	1 sidearm, 1 weapon
2	3 Malayan Tapir skins	1 sidearm, 2 weapons
3	3 Honey Badger skins	1 sidearm, 3 weapons
Wallet		
Base	–	250000
1	2 Bharal skins	500000
2	3 Assam Macaque skins	1000000
3	4 Asian Rhino skins	2000000
4	Mad Devil's skin (rare hunt)	5000000
Loot Bag		
Base	–	30 items
1	2 Sambar skins	60 items
2	3 Pig skins	90 items
3	4 Demon Fish skins	120 items
4	Ghost Bear's skin (rare hunt)	150 items
Syringe Kit		
Base	–	3 syringes each type
1	2 Wild Boar skins	4 syringes each type
2	3 Tibetan Wolf skins	5 syringes each type
3	4 Malayan Tapir skins	6 syringes each type
4	Sky Tiger's skin (rare hunt)	8 syringes each type
Bait Bag		
Base	–	2 pieces bait
1	2 Dhole skins	3 pieces bait
2	3 Yak skins	4 pieces bait
3	5 Bear skins	5 pieces bait
4	Gulo's skin (rare hunt)	6 pieces bait
Ammo Bag		
Base	–	Small amount of ammo for sidearms, SMGs, shotguns, rifles, and LMGs
1	2 Wild Boar skins	Medium amount of ammo for sidearms, SMGs, shotguns, rifles, and LMGs
2	3 Bharal skins	Large amount of ammo for sidearms, SMGs, shotguns, rifles, and LMGs
3	4 Clouded Leopard skins	Extra Large amount of ammo for sidearms, SMGs, shotguns, rifles, and LMGs
4	Shadow Leopard's skin (rare hunt)	Gigantic amount of ammo for sidearms, SMGs, shotguns, rifles, and LMGs
Throwables Bag		
Base	–	3 grenades, 3 Molotovs, 3 throwing knives
1	2 Yak skins	5 grenades, 5 Molotovs, 5 throwing knives
2	3 Dhole skins	7 grenades, 7 Molotovs, 7 throwing knives
3	5 Bengal Tiger skins	9 grenades, 9 Molotovs, 9 throwing knives
4	Black Water Dragon's skin (rare hunt)	15 grenades, 15 Molotovs, 15 throwing knives
Explosives Bag		
Base	–	3 C4, 3 mines
1	2 Asian Rhino skins	4 C4, 4 mines
2	3 Snow Leopard skins	5 C4, 5 mines
3	5 Sambar skins	6 C4, 6 mines
4	Thick Skin's hide (rare hunt)	8 C4, 8 mines
Heavy Ammo Bag		
Base	–	Small number of flame tanks, flares, rockets, grenade launcher rounds
1	2 Bengal Tiger skins	Medium number of flame tanks, flares, rockets, grenade launcher rounds
2	3 Bear skins	Large number of flame tanks, flares, rockets, grenade launcher rounds
3	4 Snow Leopard skins	Extra Large number of flame tanks, flares, rockets, grenade launcher rounds
4	Karkadann's skin (rare hunt)	Gigantic number of flame tanks, flares, rockets, grenade launcher rounds
Quiver		
Base	–	10 arrows, 3 explosive arrows, 3 fire arrows, 10 bolts
1	1 Pig skin	15 arrows, 4 explosive arrows, 4 fire arrows, 15 bolts
2	3 Clouded Leopard skins	20 arrows, 6 explosive arrows, 6 fire arrows, 20 bolts
3	4 Honey Badger skins	30 arrows, 8 explosive arrows, 8 fire arrows, 30 bolts
4	Tenzin's skin (rare hunt)	50 arrows, 10 explosive arrows, 10 fire arrows, 50 bolts

Yes, the fish swallowed your spleen. But you got a new bag. Fair deal.



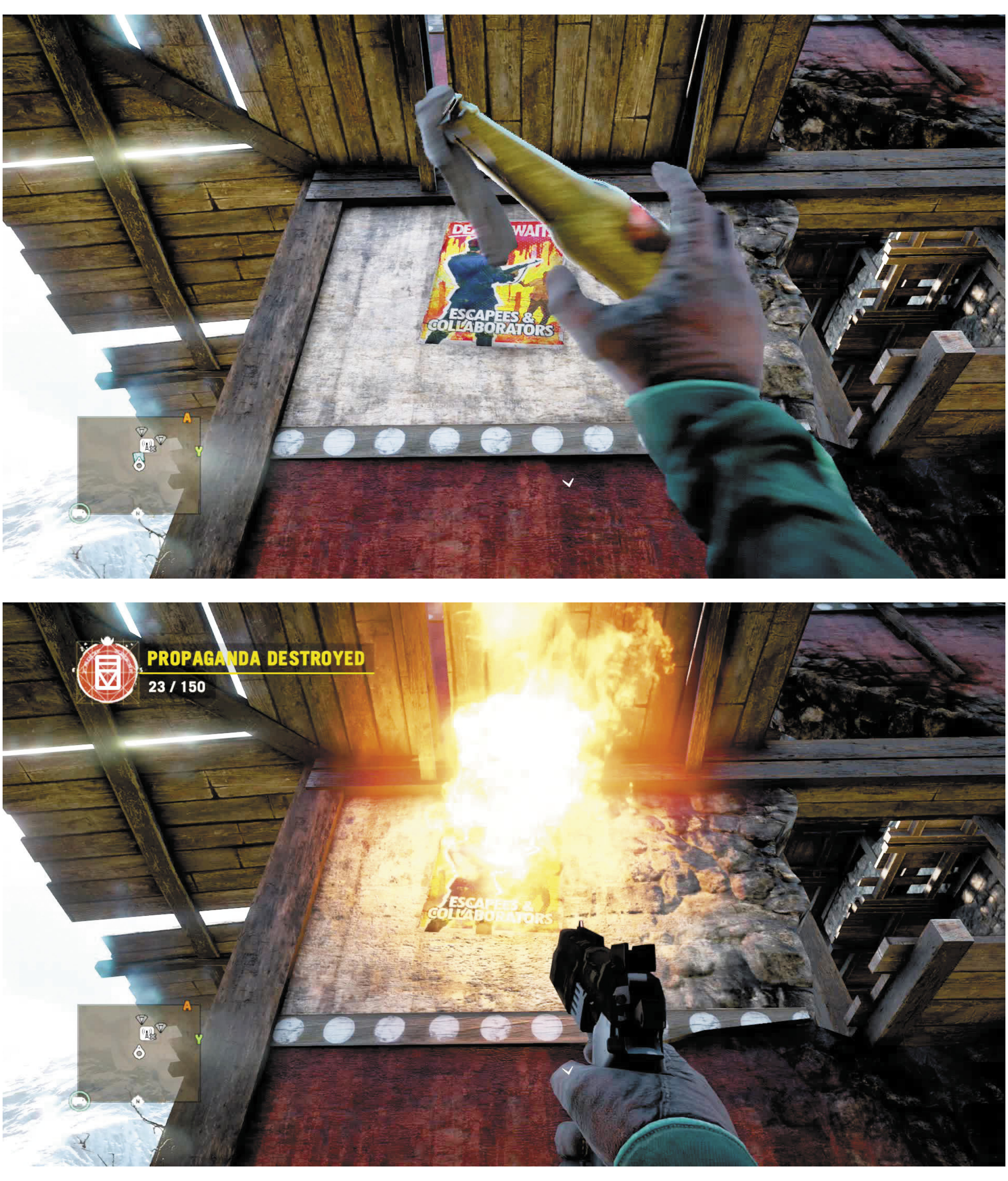
There's Treasure in These Hills...*If* You Know Where to Look



Kyrat may be a poor country, but its various biomes hold a wealth of vital collectibles. Take a brief look here so you know what to watch for, then consult your map and the full Collectibles section later in this guide when you're ready to track them all down.

PROPAGANDA POSTERS

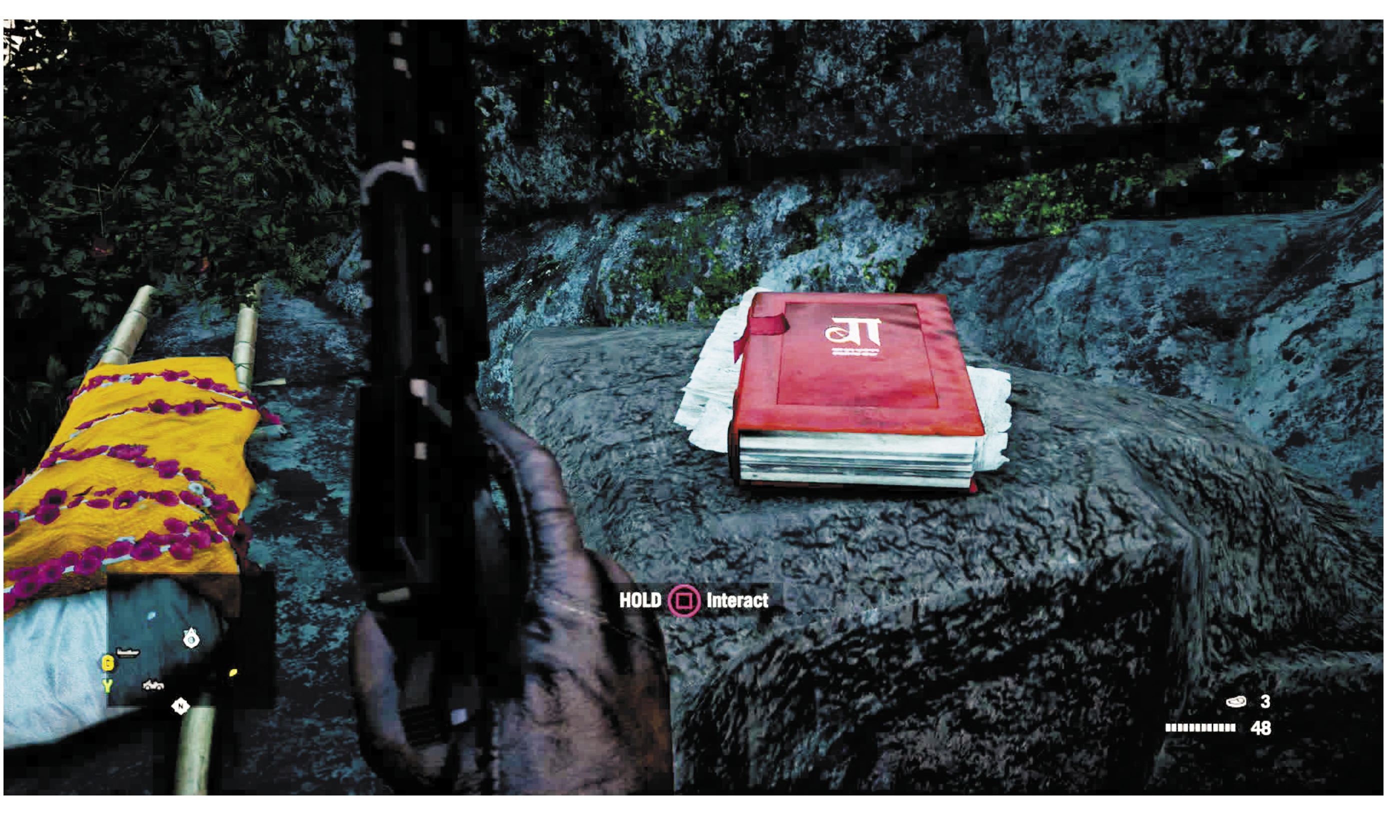
These stylishly retro-deco hangings are plastered all across Kyrat, spreading Pagan's terrifying political worldview to all corners of the country. You'll find 150 of them in all, in several different designs. They actually look pretty cool if you can get past their oppressive, dysfunctional messaging. Plus, the more posters you collect, the more Propaganda Center quests you'll unlock.



If you can't reach a poster to tear it down, use a fire-based weapon to burn it from the wall.

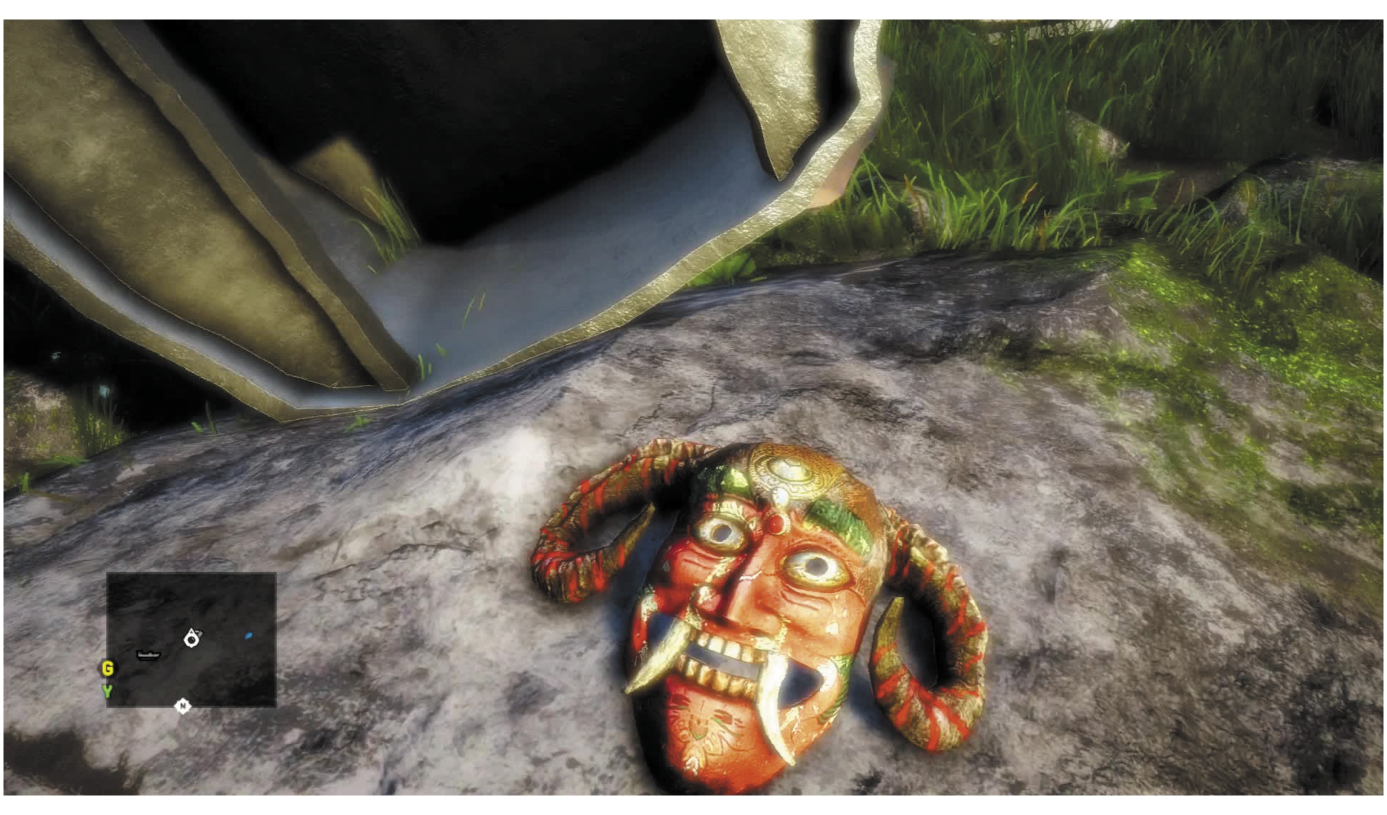
MOHAN GHALE'S JOURNALS

Given that you practically fall over one of these red-and-gold tomes on your debut visit to the game's introductory safehouse (in Banapur), there's a good chance this will be the first collectible you encounter in the game. There are twenty journals in all—big writer, that Mohan—and they chronicle the rise of both Min and the Golden Path, as well as the corresponding evolution of your parents' relationship.



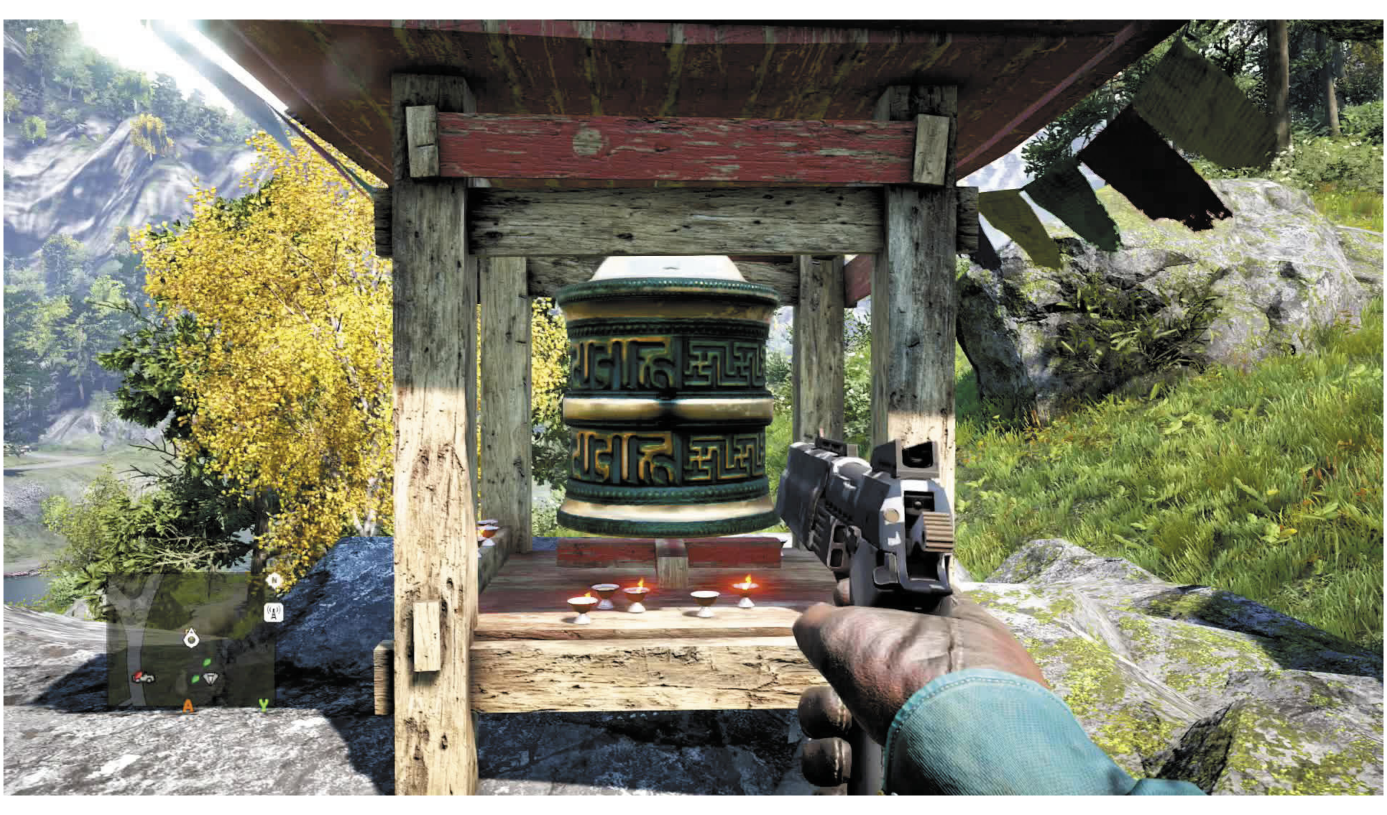
MASKS OF YALUNG

The macabre calling cards of a killer paying tribute to a demon, the fifty-five Masks of Yalung are second only to the thangka paintings on the "difficult to find" scale. No hiding place is too obscure, no location too unlikely. Luckily, the masks tend to announce their presence. When you're near one, you'll hear an ominous hum in addition to the helpful green-blue circle on your mini-map. Also, you technically want to destroy the masks, not collect them. So when you find one that's out of reach, just put a bullet in it and you'll get credit (and a Guns for Hire token) for the find.



MANI WHEELS

These engraved metal cylinders are a form of prayer in countries like Tibet and Kyrat. And judging by the state of things in Kyrat, all forty could use some serious spinning. They're typically mounted in a small gazebo to protect them from the elements. Each one will earn you bonus karma points the first time you spin it.



Thanks to their large size, mani wheels tend to be a bit easier to locate than other collectibles.

THANGKA PAINTINGS

A mere five thangka paintings (all pieces of the same dissected original) lie waiting in Kyrat's treasure chambers, making this the rarest collectible in the game by far. And getting to them often requires serious spelunking and grappling skills. But each piece teleports you to a new adventure in Shangri-La when you find it, so you're definitely going to want them all.

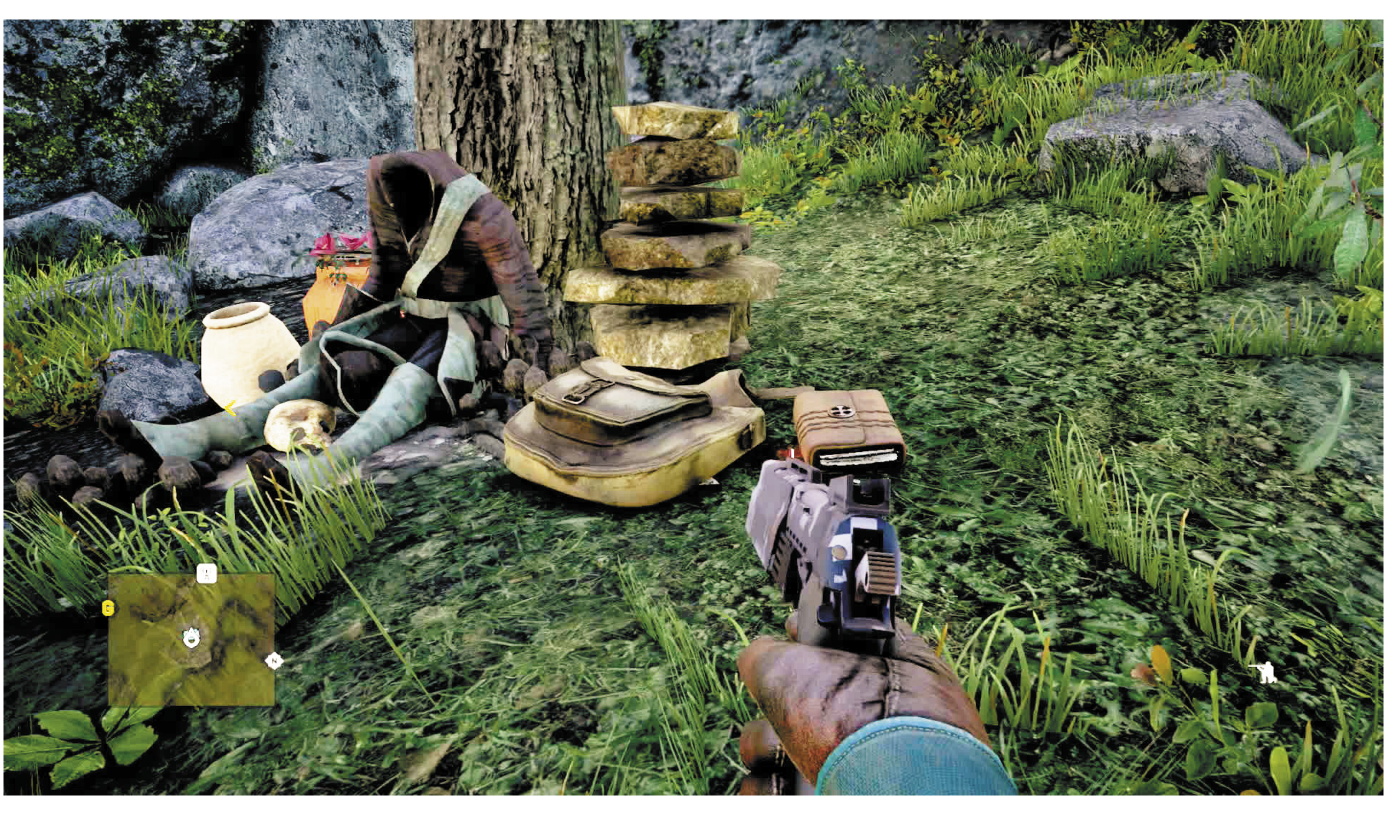
Because the thangkas unlock entire missions, you'll find step-by-step guidance on how to reach them in the Campaign and Shangri-La sections of the guide rather than the Collectibles section.

TIP

Thangkas are always found at the feet of a Kyra statue, rolled up in a cylinder-like container.

LOST LETTERS

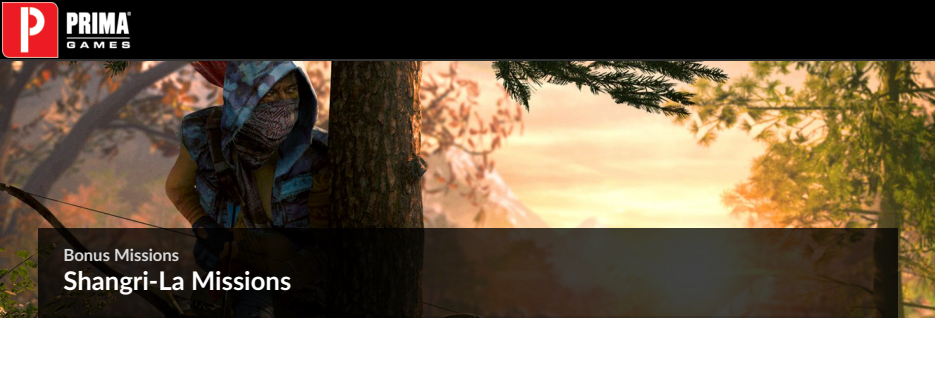
Ready for a little history? In 1819, the East India Company sent a man named Robert to Kyrat. He got more than he bargained for. These twenty letters, found near the skeletal remains of long-dead postal couriers, tell his story.



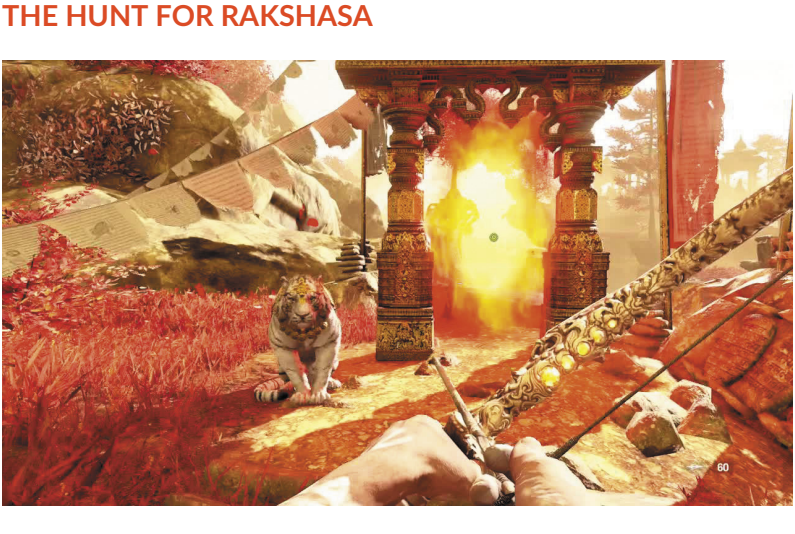
Letter-carrying skeletons always have fancy coats and three-cornered hats. They do not always have heads that are still attached to their bodies.

KING MIN'S KYRAT

Some of *Far Cry 4*'s most entertaining collectibles can't be picked up, sought out, or even known about until you find them. They're the eighty-one entries in King Min's Kyrat, which fill in automatically as you meet people, discover new locations, and encounter different animals in Kyrat. Each entry is written by one of Pagan Min's loyal propaganda writers, and let's just say their view of things can be a bit . . . creative at times.



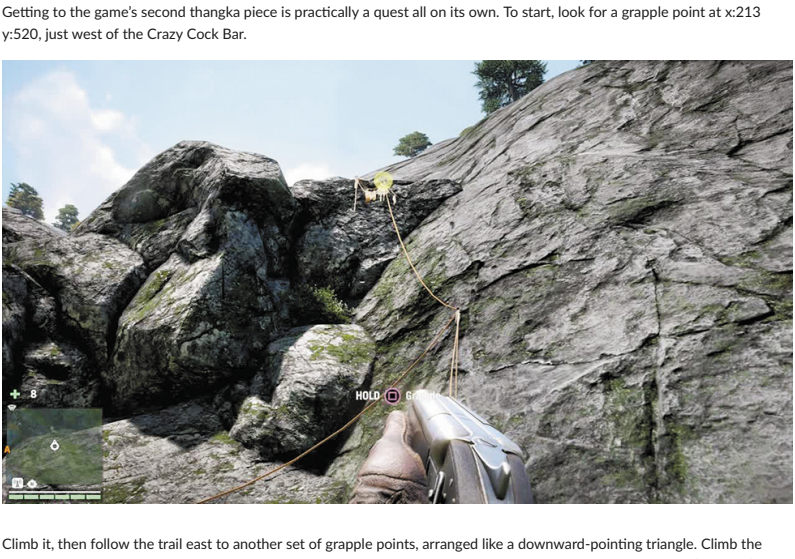
THE HUNT FOR RAKSHASA



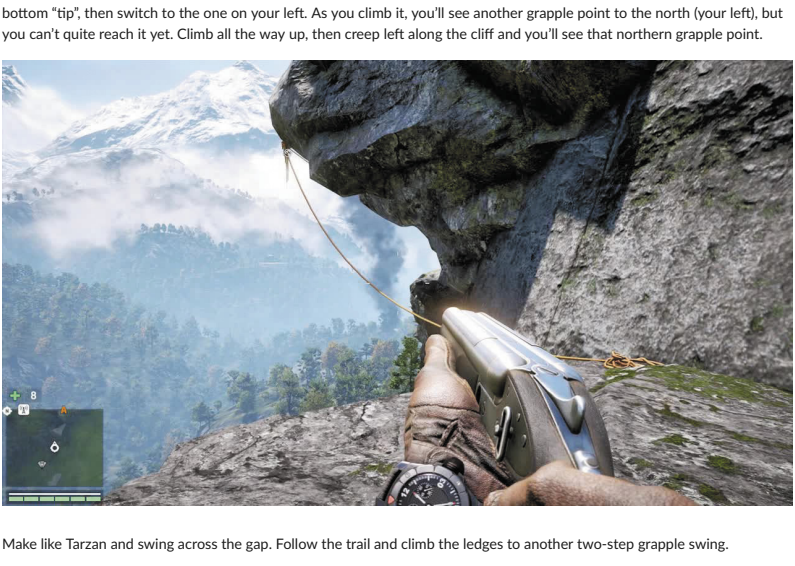
NOTE

This is actually the second mission that takes place in mystical Shangri-La. The first is the story-mode mission "The Protector's Arrival", which you can read about in the Campaign Missions section.

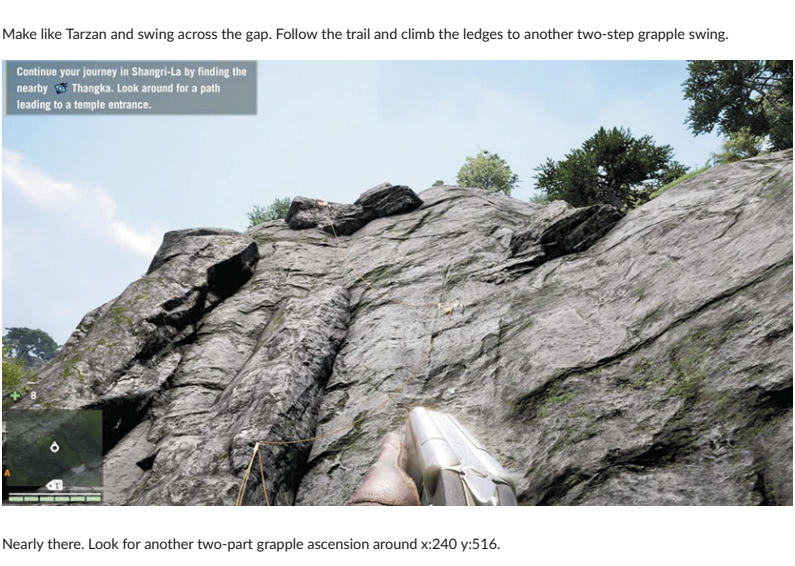
Getting to the game's second thangka piece is practically a quest all on its own. To start, look for a grapple point at x:213 y:520, just west of the Crazy Cock Bar.



Climb it, then follow the trail east to another set of grapple points, arranged like a downward-pointing triangle. Climb the bottom "tip", then switch to the one on your left. As you climb it, you'll see another grapple point to the north (your left), but you can't quite reach it yet. Climb all the way up, then creep left along the cliff and you'll see that northern grapple point.

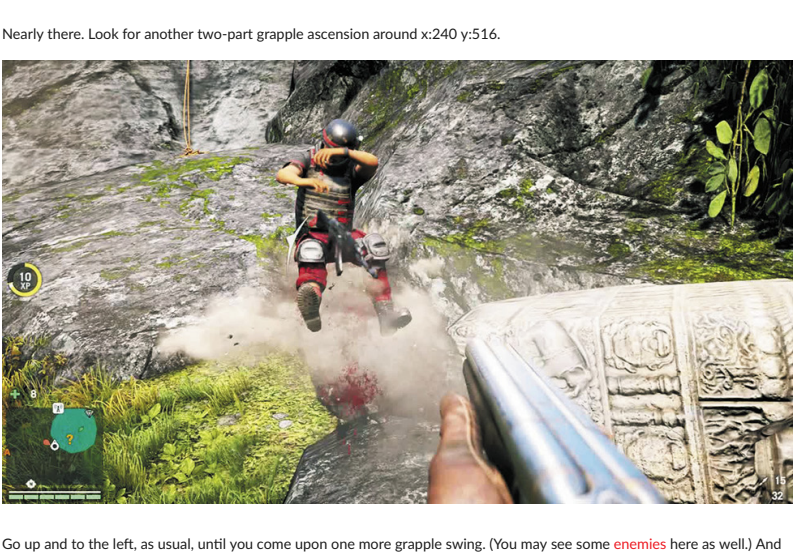


Make like Tarzan and swing across the gap. Follow the trail and climb the ledges to another two-step grapple swing.

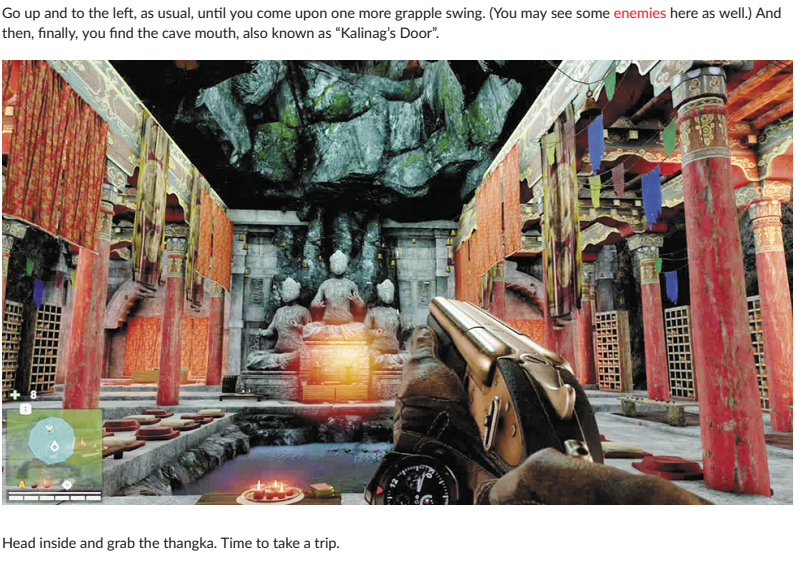


Continue your journey in Shangri-La by finding the nearby Thangka. Look around for a path leading to a temple entrance.

Nearly there. Look for another two-part grapple ascension around x:240 y:516.

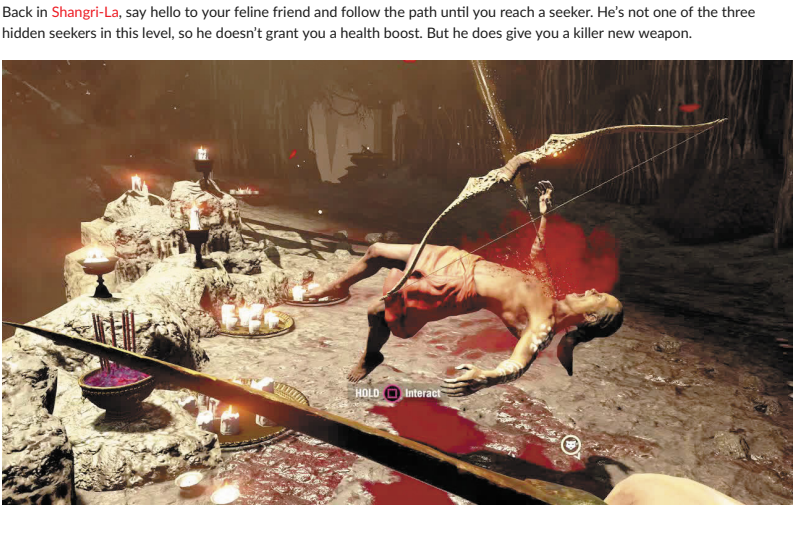


Go up and to the left, as usual, until you come upon one more grapple swing. (You may see some enemies here as well.) And then, finally, you find the cave mouth, also known as "Kalinag's Door".



Head inside and grab the thangka. Time to take a trip.

Back in Shangri-La, say hello to your feline friend and follow the path until you reach a seeker. He's not one of the three hidden seekers in this level, so he doesn't grant you a health boost. But he does give you a killer new weapon.

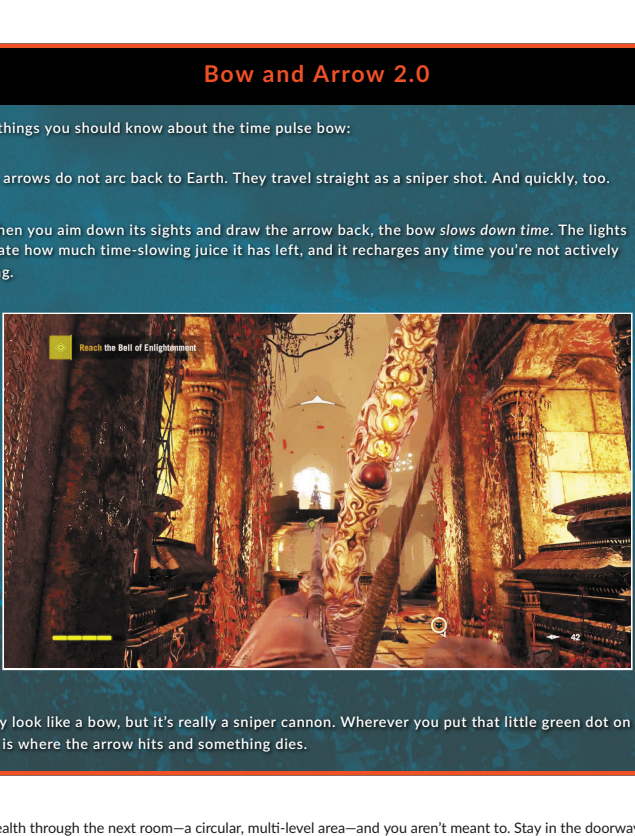


Bow and Arrow 2.0

Two things you should know about the time pulse bow:

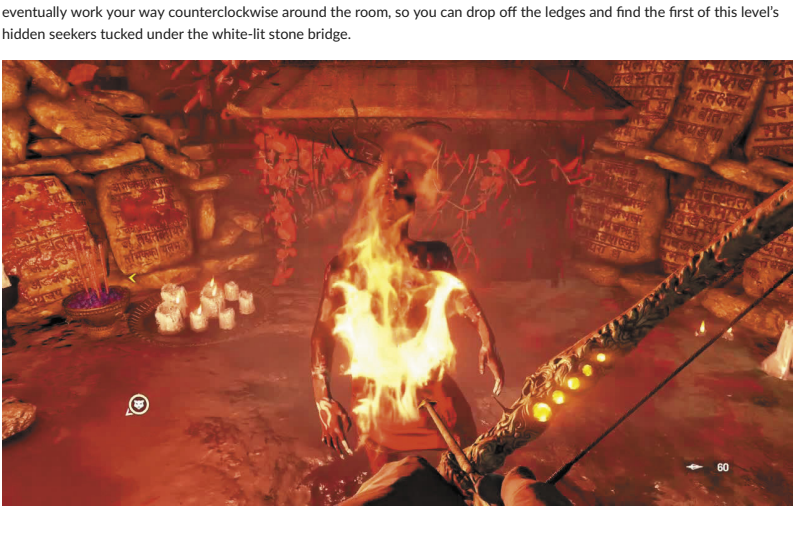
1. Its arrows do not arc back to Earth. They travel straight as a sniper shot. And quickly, too.

2. When you aim down its sights and draw the arrow back, the bow slows down time. The lights indicate how much time-slowing juice it has left, and it recharges any time you're not actively aiming.



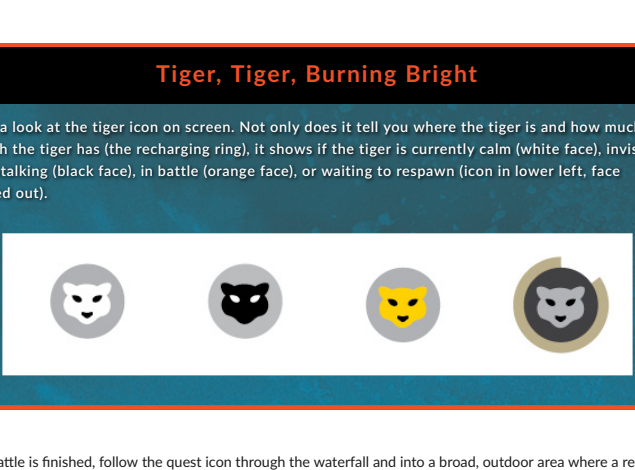
It may look like a bow, but it's really a sniper cannon. Wherever you put that little green dot on its sight is where the arrow hits and something dies.

You can't stealth through the next room—a circular, multi-level area—and you aren't meant to. Stay in the doorway to avoid getting backstabbed, shoot as many demons as you can, and sic your tiger on any demons you can't shoot. However, do eventually work your way counterclockwise around the room, so you can drop off the ledges and find the first of this level's hidden seekers tucked under the white-lit stone bridge.

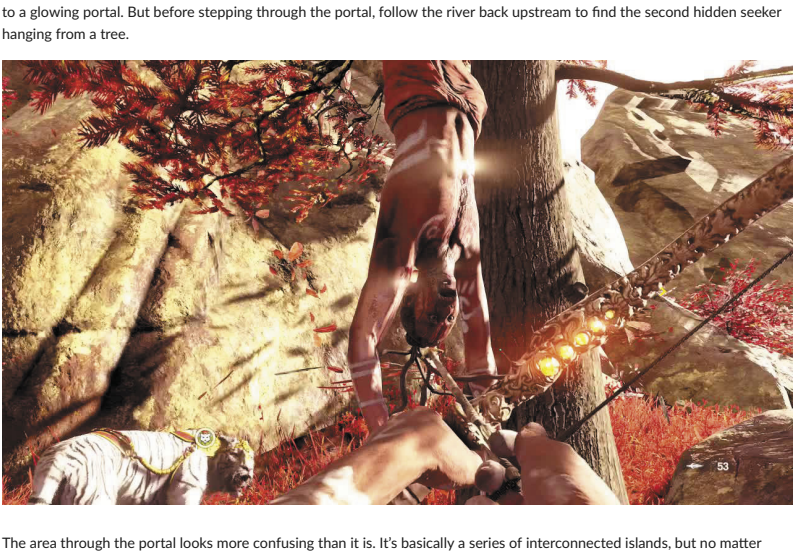


Tiger, Tiger, Burning Bright

Take a look at the tiger icon on screen. Not only does it tell you where the tiger is and how much health the tiger has (the recharging ring), it shows if the tiger is currently calm (white face), invisible and stalking (black face), in battle (orange face), or waiting to respawn (icon in lower left, face greyed out).

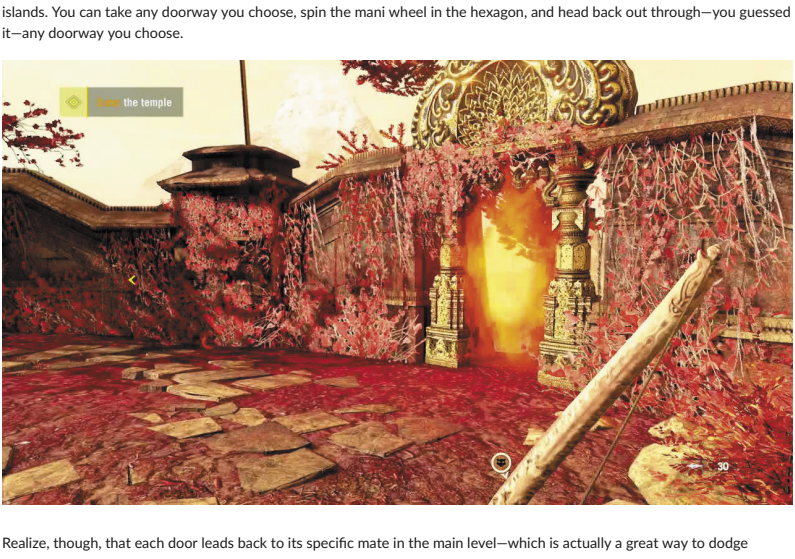


When the battle is finished, follow the quest icon through the waterfall and into a broad, outdoor area where a red river leads to a glowing portal. But before stepping through the portal, follow the river back upstream to find the second hidden seeker hanging from a tree.



The area through the portal looks more confusing than it is. It's basically a series of interconnected islands, but no matter where you wander, you'll always find yourself led back to one of three glowing doorways.

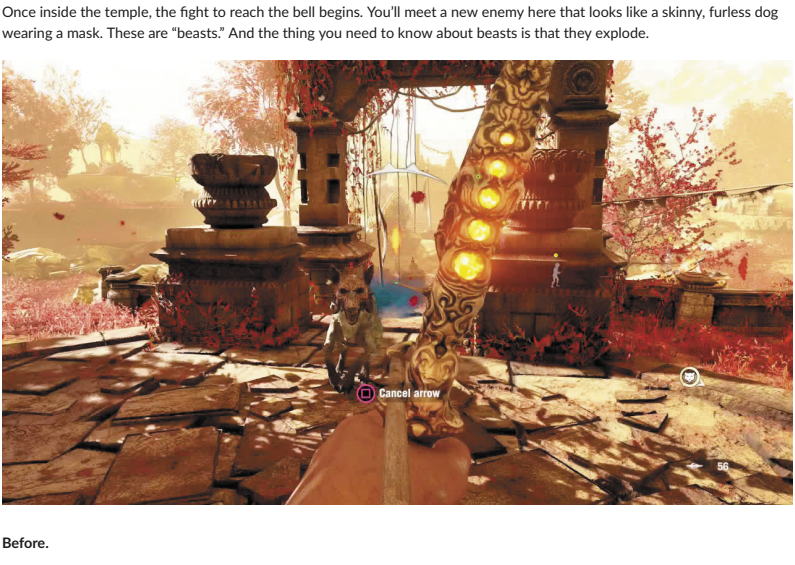
So how is that *not* confusing? Because the doors all lead to the same place: a hexagonal, walled-off area on one of the islands. You can take any doorway you choose, spin the mani wheel in the hexagon, and head back out through—you guessed it—any doorway you choose.



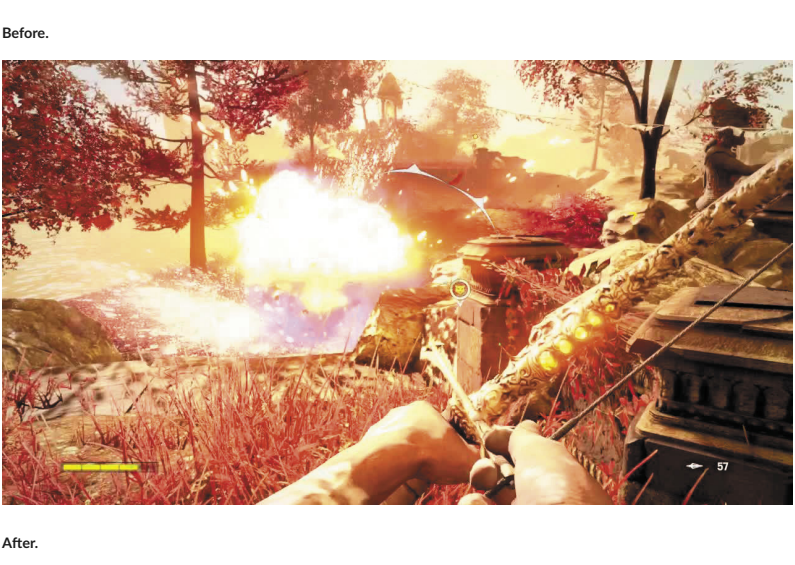
Realize, though, that each door leads back to its specific mate in the main level—which is actually a great way to dodge attacking enemies if you get overwhelmed. Just duck back into a portal and zip away to a new, hopefully safer spot of the map.

Back in the main level, you now have a new path to travel. It is infested with demons, including a fire breather. But if you're not up to battle, you can just run to the temple gate and it will open.

Once inside the temple, the fight to reach the bell begins. You'll meet a new enemy here that looks like a skinny, furless dog wearing a mask. These are "beasts." And the thing you need to know about beasts is that they explode.



Before.



After.

This is usually bad, such as when a beast runs up to you, shakes for a second, and then goes kablooey. However, if you can kill a beast *before* it explodes, it will leave behind a blue-smoking corpse that you can detonate on purpose by shooting it. That could come in handy some time.

Know Your Enemies

Shangri-La has four basic enemy types, and as of this level, you've seen them all.

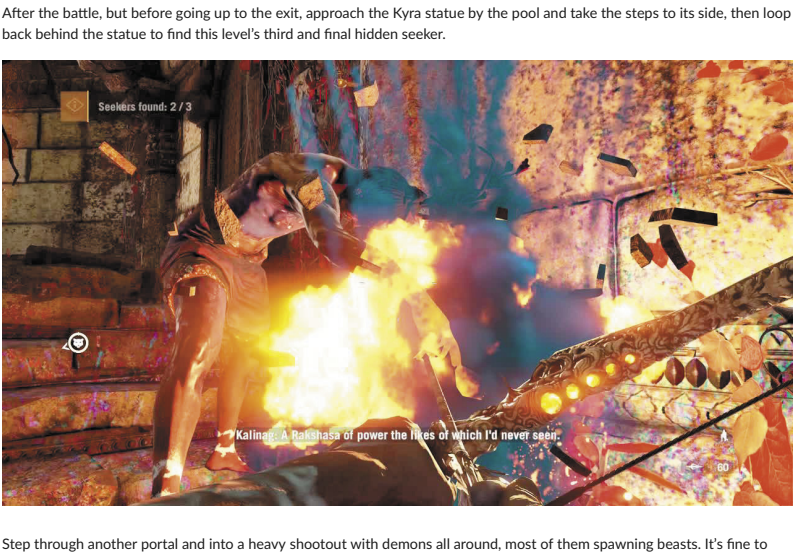
1. Butchers are the garden-variety enemies, equipped with basic bone daggers. Their battle plan boils down to "run-at-target-like-a-crazy-slasher-man." Not the most nuanced strategy, but you don't always need tactics when you have insanity.

2. Lurkers look a lot like butchers, but they carry bows instead of daggers. They're deadly from range, they summon beasts, and sometimes they dip their arrows in poison, which blurs your vision. They are not cool.

3. Beasts, as you now know, are greyhounds crossed with grenades—the canine equivalent of a red barrel.

4. Scorchers are the giant guys with the flamethrowers and the "hobbies include horror movies, serial murder, and the consumption of human flesh" look about themselves.

After the battle, but before going up to the exit, approach the Kyra statue by the pool and take the steps to its side, then loop back behind the statue to find this level's third and final hidden seeker.

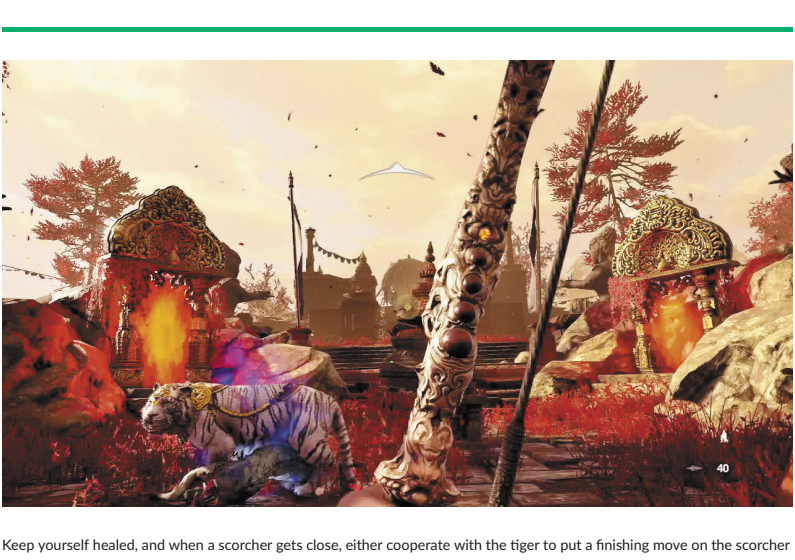


Kalinag: A multitude of power the likes of which I'd never seen.

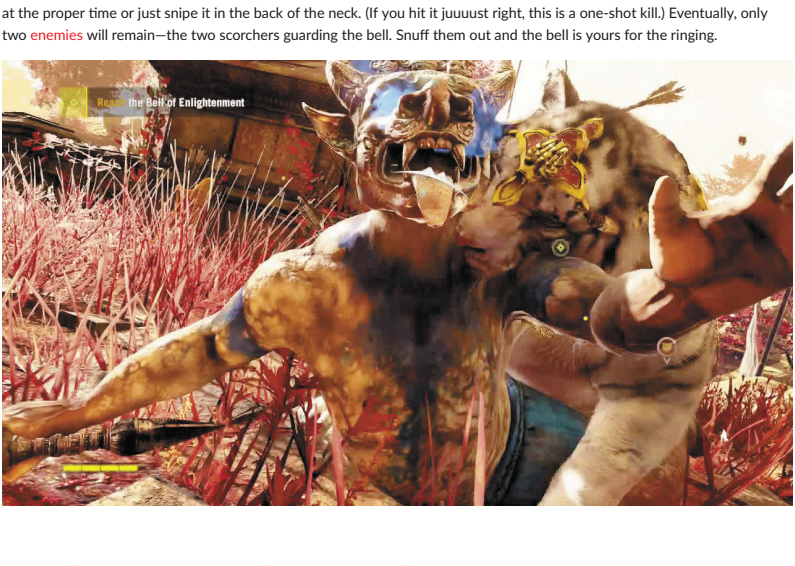
Step through another portal and into a heavy shootout with demons all around, most of them spawning beasts. It's fine to play a long-range game here, sniping from behind the columns and using the tiger to protect your flanks. When you see a lurker squat and make the universal gesture for "I'm doing something evil" (palm upward, fingers in claw formation, arm shaking and slowly rising), he's summoning a beast that will likely charge right for you and try to explode in your face. Needless to say, do your best to shoot these doggies before they make a mess on the carpet.

TIP

If you'd rather play more aggressively, the two portals straight in front of you actually lead to nice shooting spots on the far corners of the battlefield. They're a great way to cross the map quickly.

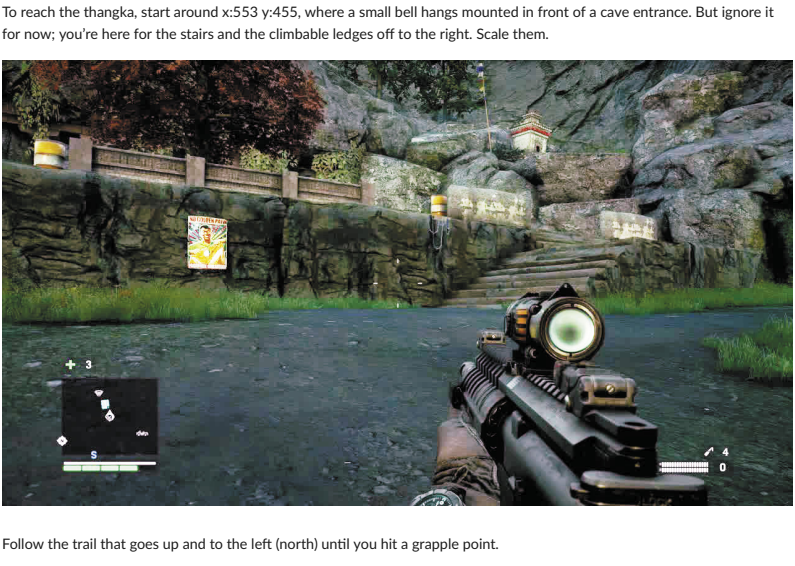


Keep yourself healed, and when a scorcher gets close, either cooperate with the tiger to put a finishing move on the scorcher at the proper time or just snipe it in the back of the neck. (If you hit it juuuust right, this is a one-shot kill.) Eventually, only two enemies will remain—the two scorchers guarding the bell. Snuff them out and the bell is yours for the ringing.



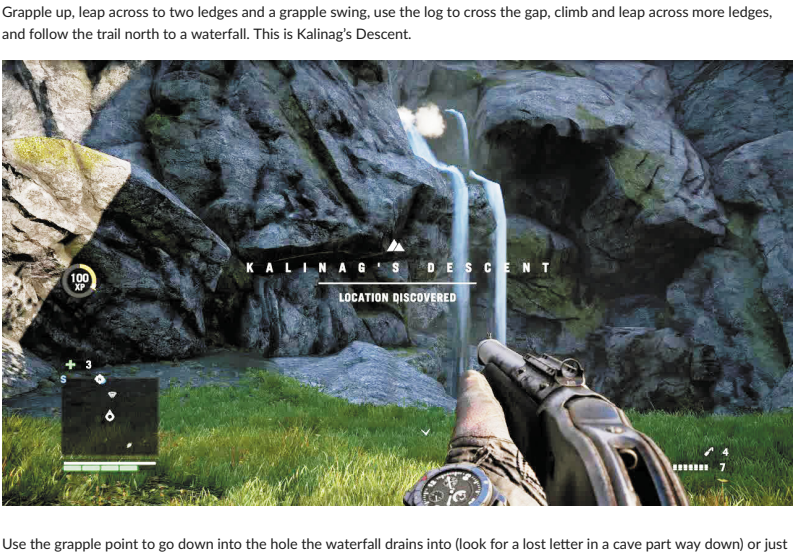
THE SURRENDER TO PARADISE

To reach the thangka, start around x:553 y:455, where a small bell hangs mounted in front of a cave entrance. But ignore it for now; you're here for the stairs and the climbable ledges off to the right. Scale them.



Follow the trail that goes up and to the left (north) until you hit a grapple point.

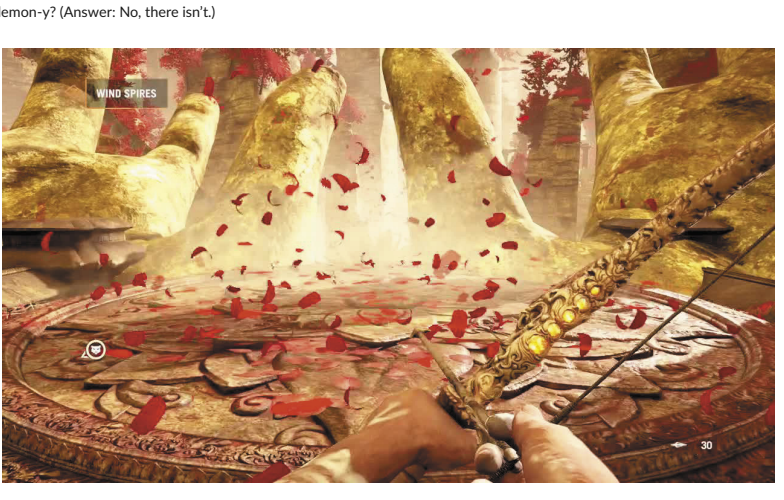
Grapple up, leap across to two ledges and a grapple swing, use the log to cross the gap, climb and leap across more ledges, and follow the trail north to a waterfall. This is Kalinag's Descent.

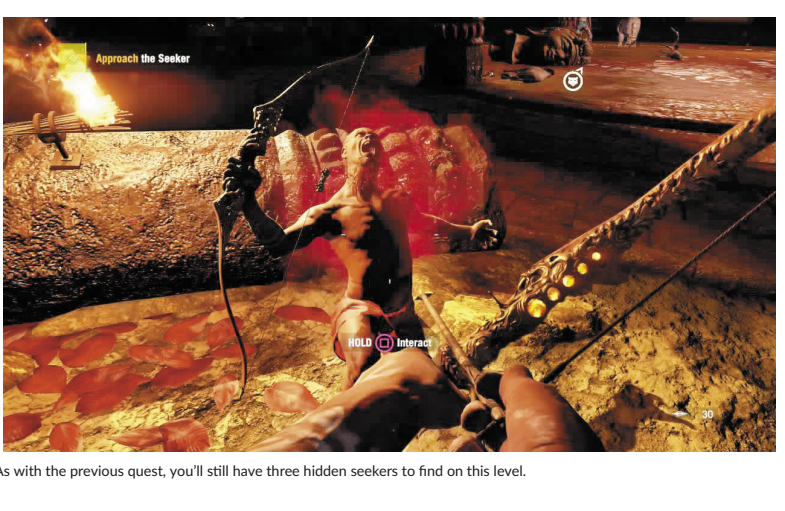


Use the grapple point to go down into the hole the waterfall drains into (look for a lost letter in a cave part way down) or just dive all the way down into the pool at the bottom. There, swim through the underwater passage to the west and make your way into the thangka chamber.

Once in Shangri-La, you'll learn to use wind spires, this realm's version of the wingsuit. The swirls of red leaves boost your altitude, so you'll need to aim for them if you want to stay airborne.

After a quick test flight, walk forward to find a seeker and a new power for your bow: a five-arrow blast. It shoots in a wide spread if you tap the fire button and a tight formation if you hold it and release. Is there any doubt things are about to get demon-y? (Answer: No, there isn't.)



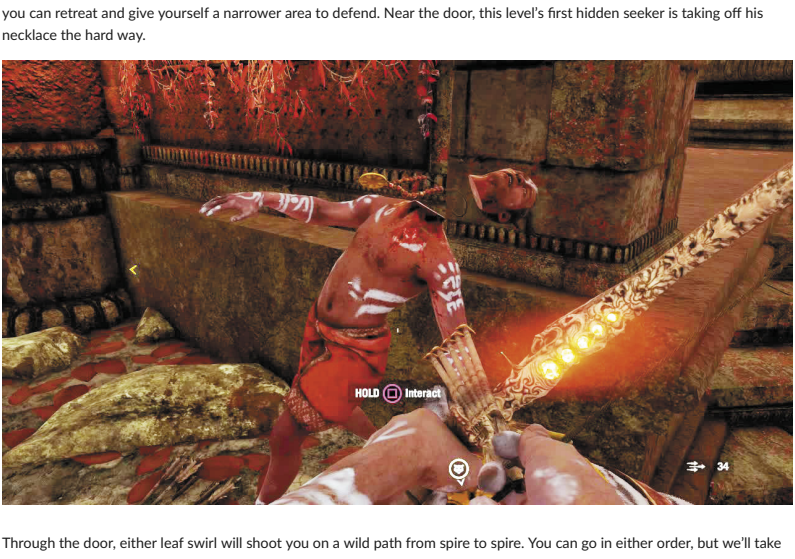


As with the previous quest, you'll still have three hidden seekers to find on this level.

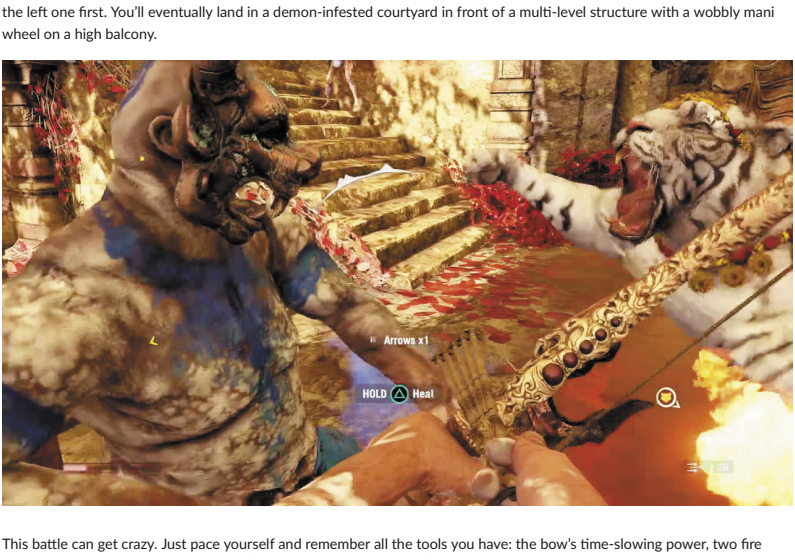
TIP

Obviously, a quintuple-barrel bow will burn through a lot of arrows. But as long as you hit what you're aiming at, many of the arrows will magically whoosh back into your quiver, ready to be used again.

Move through the portal and up the stairs to a shootout with beasts and demons in a dark room. Stick to the stairs here, so you can retreat and give yourself a narrower area to defend. Near the door, this level's first hidden seeker is taking off his necklace the hard way.

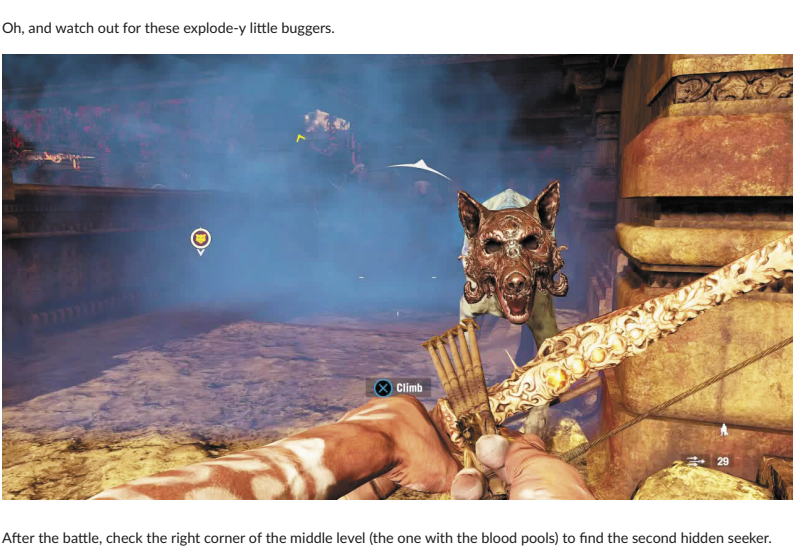


Through the door, either leaf swirl will shoot you on a wild path from spire to spire. You can go in either order, but we'll take the left one first. You'll eventually land in a demon-infested courtyard in front of a multi-level structure with a wobbly mani wheel on a high balcony.

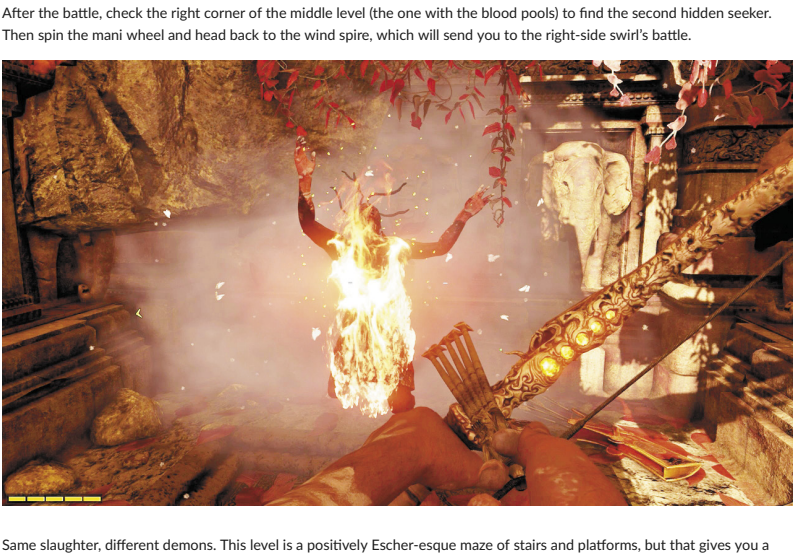


This battle can get crazy. Just pace yourself and remember all the tools you have: the bow's time-slowing power, two fire modes, your old-fashioned takedowns (great for conserving arrows), and the tiger. Watch your health, don't be afraid to retreat (especially when your tiger's on time out), and you'll be fine.

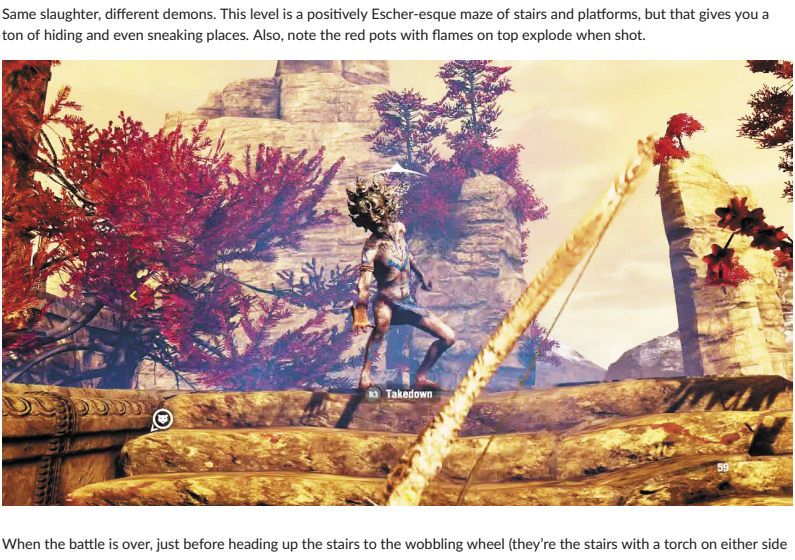
Oh, and watch out for these explode-y little buggers.



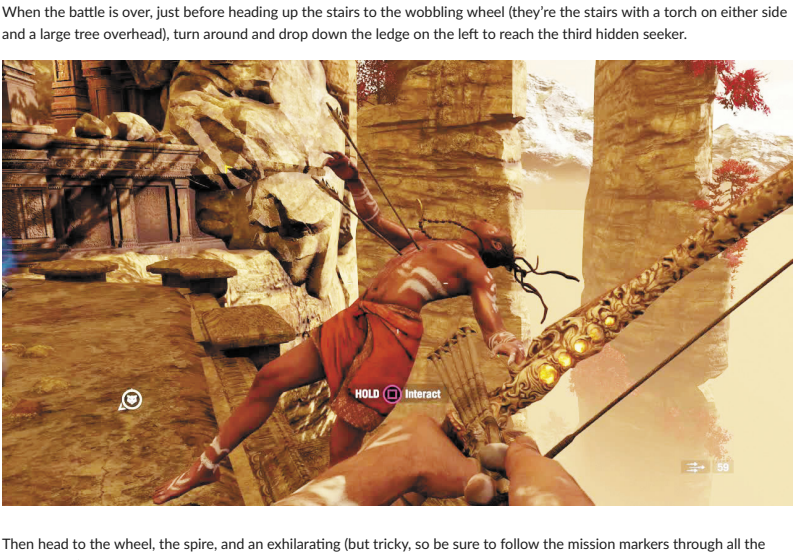
After the battle, check the right corner of the middle level (the one with the blood pools) to find the second hidden seeker. Then spin the mani wheel and head back to the wind spire, which will send you to the right-side swirl's battle.



Same slaughter, different demons. This level is a positively Escher-esque maze of stairs and platforms, but that gives you a ton of hiding and even sneaking places. Also, note the red pots with flames on top explode when shot.



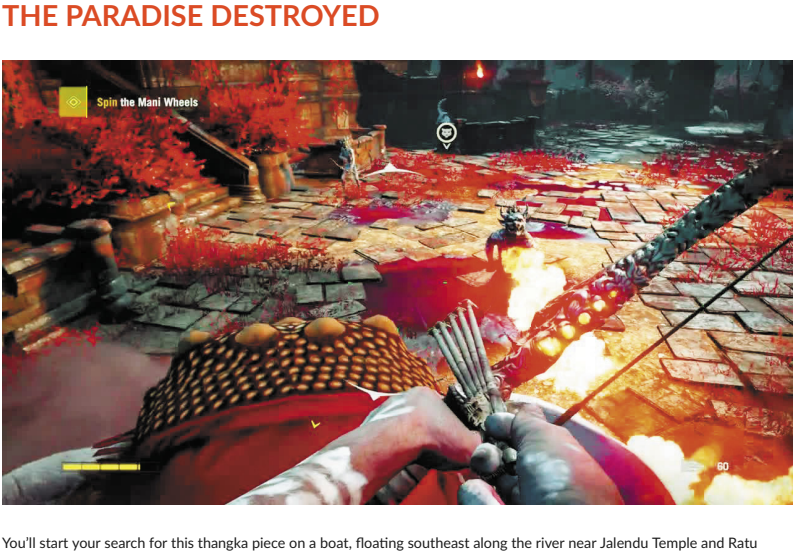
When the battle is over, just before heading up the stairs to the wobbling wheel (they're the stairs with a torch on either side and a large tree overhead), turn around and drop down the ledge on the left to reach the third hidden seeker.



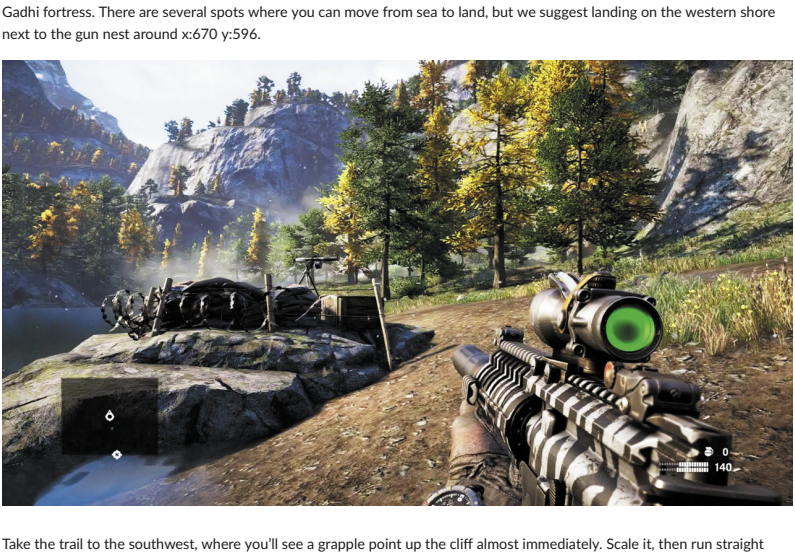
Then head to the wheel, the spire, and an exhilarating (but tricky, so be sure to follow the mission markers through all the boost swirls) flight to one last battle.

Start by teaming with the tiger to take out the scorcher right in front of you. Then zip back and crouch behind cover. Several demons will charge you. Meet them all with takedowns (but be careful to move if a beast reaches you). Once they're out of the way, you can concentrate on sniping down the long-range enemies and get to that bell.

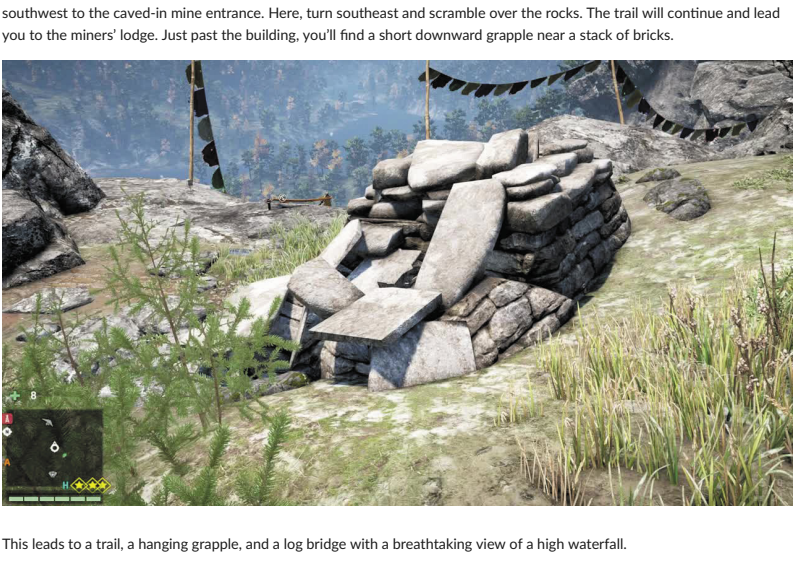
THE PARADISE DESTROYED



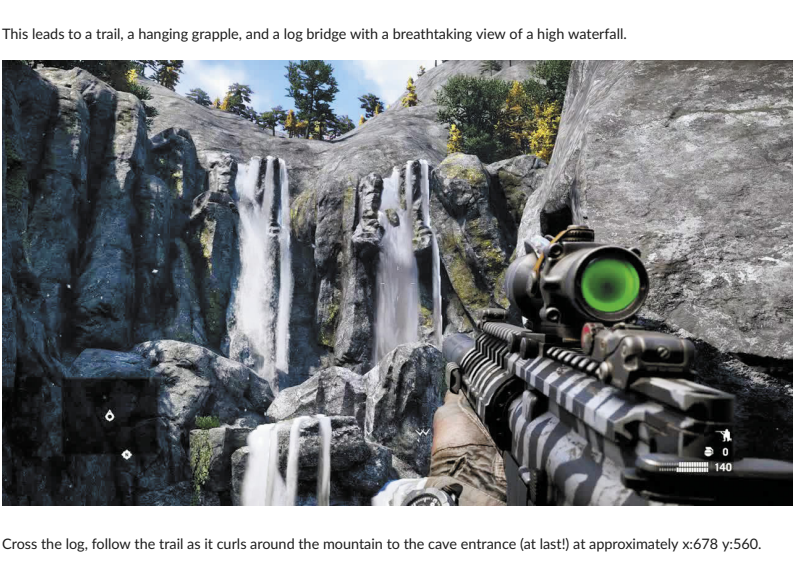
You'll start your search for this thangka piece on a boat, floating southeast along the river near Jalendu Temple and Ratu Gadhi fortress. There are several spots where you can move from sea to land, but we suggest landing on the western shore next to the gun nest around x:670 y:596.



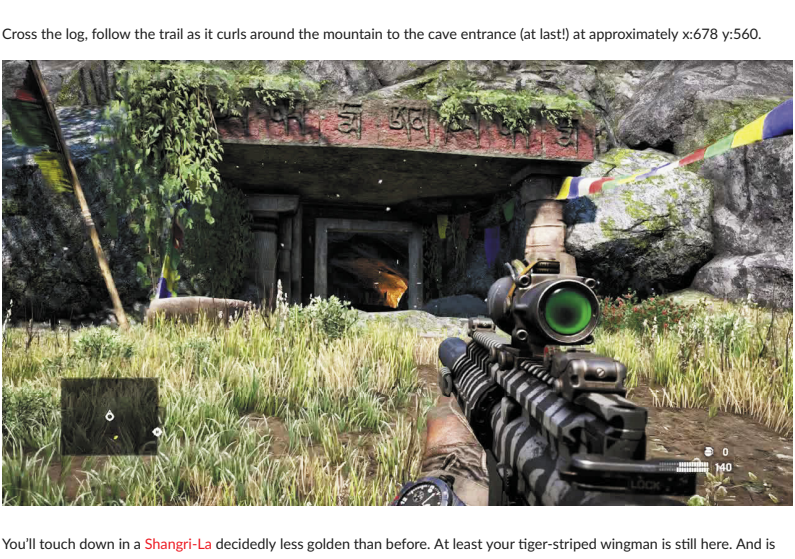
Take the trail to the southwest, where you'll see a grapple point up the cliff almost immediately. Scale it, then run straight west until you reach another cliff. Move just a bit south and you'll find another grapple up. Take that, and follow the trail southwest to the caved-in mine entrance. Here, turn southeast and scramble over the rocks. The trail will continue and lead you to the miners' lodge. Just past the building, you'll find a short downward grapple near a stack of bricks.



This leads to a trail, a hanging grapple, and a log bridge with a breathtaking view of a high waterfall.

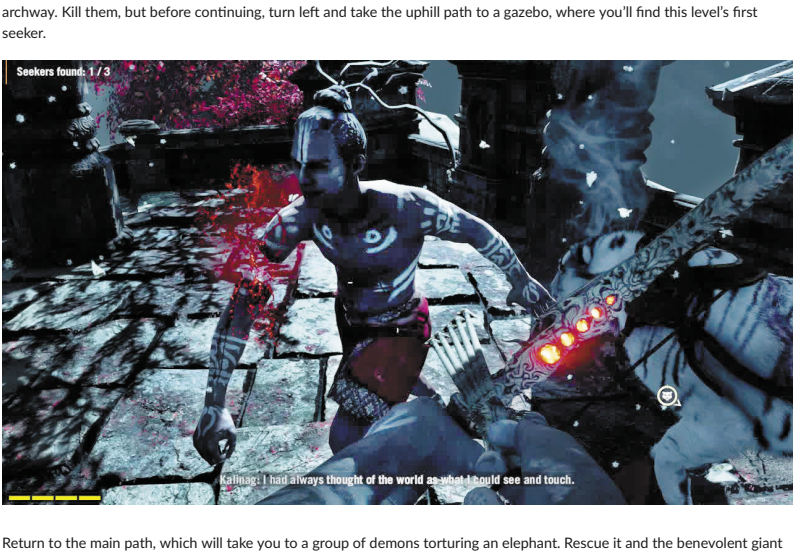


Cross the log, follow the trail as it curls around the mountain to the cave entrance (at last!) at approximately x:678 y:560.



You'll touch down in a Shangri-La decidedly less golden than before. At least your tiger-striped wingman is still here. And is that the sound of elephants in the distance?

When you round the bend and get your first good view of the level, you'll come to a gaggle of beasts lurking near an archway. Kill them, but before continuing, turn left and take the uphill path to a gazebo, where you'll find this level's first seeker.



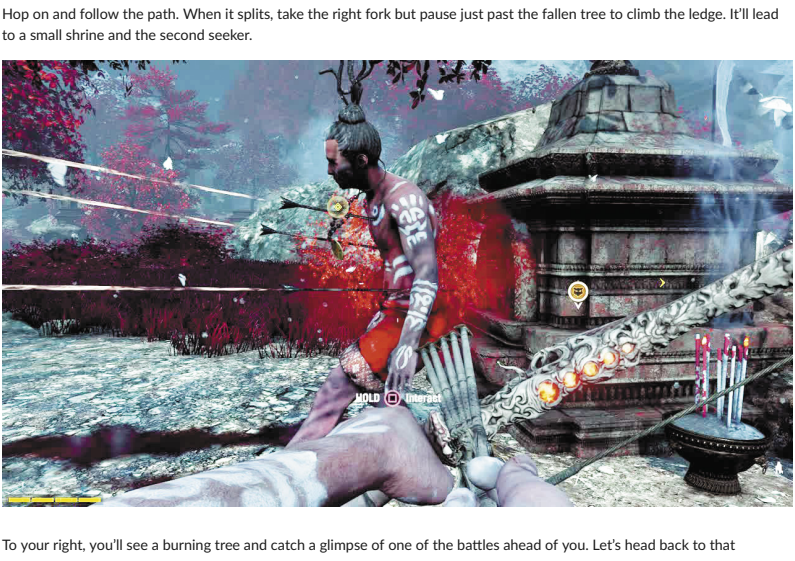
Kalinag: I had always thought of the world as what I could see and touch.

Return to the main path, which will take you to a group of demons torturing an elephant. Rescue it and the benevolent giant will reward you by declaring itself your very stylish new ride.

Find The Bell Of Enlightenment

Tonight, on a very special episode of Pimp My Pachyderm . . . .

Hop on and follow the path. When it splits, take the right fork but pause just past the fallen tree to climb the ledge. It'll lead to a small shrine and the second seeker.



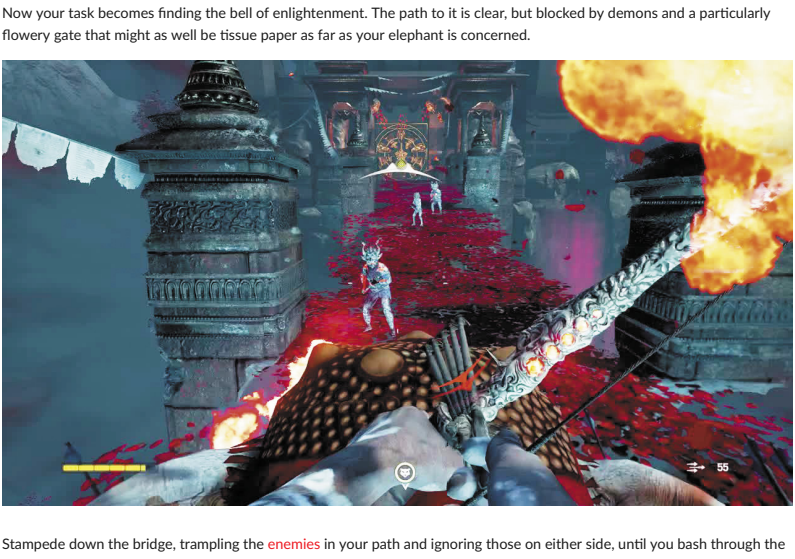
To your right, you'll see a burning tree and catch a glimpse of one of the battles ahead of you. Let's head back to that elephant, shall we?

As usual, your task in this level is to spin a pair of wobbly mani wheels. We'll take the one farther down the right-side trail (the one with the fallen tree) first. The trail leads to a circular courtyard ringed by a raised walkway that connects to the mani wheel platform. The elephant can charge right through the fallen tree, no worries, but it can be tough to maneuver once you get inside the circular courtyard beyond. Aim for the heavies, whom the elephant can toss like confetti, and then jump off and work on foot. The elephant can't go up the steps to the wheel anyhow. Note that there are several explosive vases here if you need them to help thin the enemy herd.

Once that wheel is spun, head back to the fork in the path and take the left fork, which leads through several arches flanked by statues. When you reach the walled courtyard with the wheel inside, climb the ledge to the left to find the third seeker.

Back to the elephant (which *loves* to wander, so you may have to track it down) and the second wheel. The main path is blocked, so you'll have to make a choice: drop down from the area where you found the seeker, or go around and use the elephant's trunk toss to remove the debris from the other entry arch. Your call. Either way, you won't find much resistance here until you spin the wheel. Then demons will spawn and your elephant will burst in (whether you rode him here him or not) and start clearing out the joint.

Now your task becomes finding the bell of enlightenment. The path to it is clear, but blocked by demons and a particularly flowery gate that might as well be tissue paper as far as your elephant is concerned.



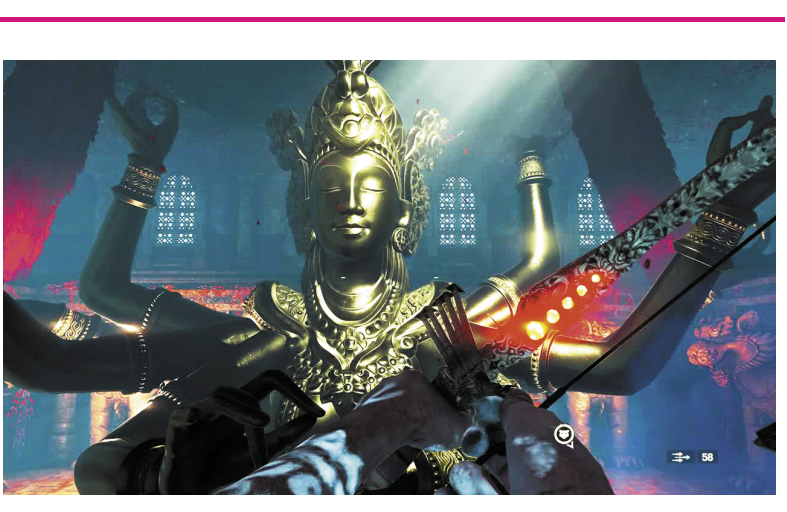
Stampede down the bridge, trampling the enemies in your path and ignoring those on either side, until you bash through the second gate into a large rectangular area with raised walkways on three sides. It's likely the elephant will phase out here because there's plenty of cover for you to hide behind, but nothing big enough to hide an elephant wearing a parasol. Disembark so he has a better chance (elephants fight better without a rider) and if he poofs away, don't worry. He'll return, just like the tiger.

As for you, focus on taking out the scorchers first, coordinating your attacks with the tiger's, and don't be afraid to drop into cover or peg an exploding jar to stanch the flow of regular enemies. Some of the enemies you just ran past on the bridge will probably trail you in as well, so watch for damage that may be coming from behind you.

Follow the quest marker up the stairs to a room with a towering golden statue with many arms (Kyrat's interpretation of Shiva, most likely) and many flights of stairs. As you move up, enemies of every type will continue to spawn. Take your time, especially with the scorchers.

CAUTION

Remember that you cannot execute a takedown while in flames. If you send a scorcher to his knees, but he's surrounded by flames, you'll most likely catch fire as you go in for the finisher and have to extinguish yourself before you can finish him.



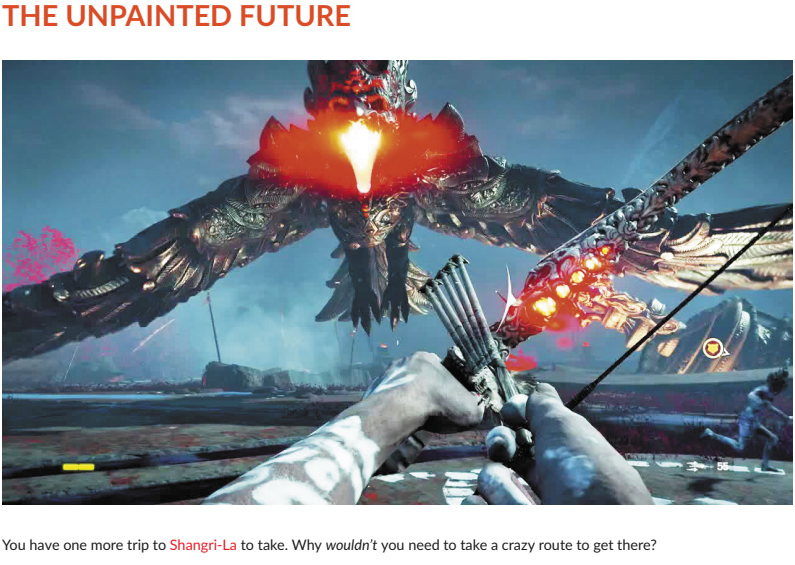
CAUTION

Be mindful of the exploding vases in this area. The scorchers often set them off by accident, which can cook you in an instant.

At the top of all the stairs waits the bell. You'll have to fend off the usual suspects here, but it's actually one of the easier battles of this level.

And it looks like your final visit to Shangri-La is going to be a doozy.

THE UNPAINTED FUTURE



You have one more trip to Shangri-La to take. Why *wouldn't* you need to take a crazy route to get there?

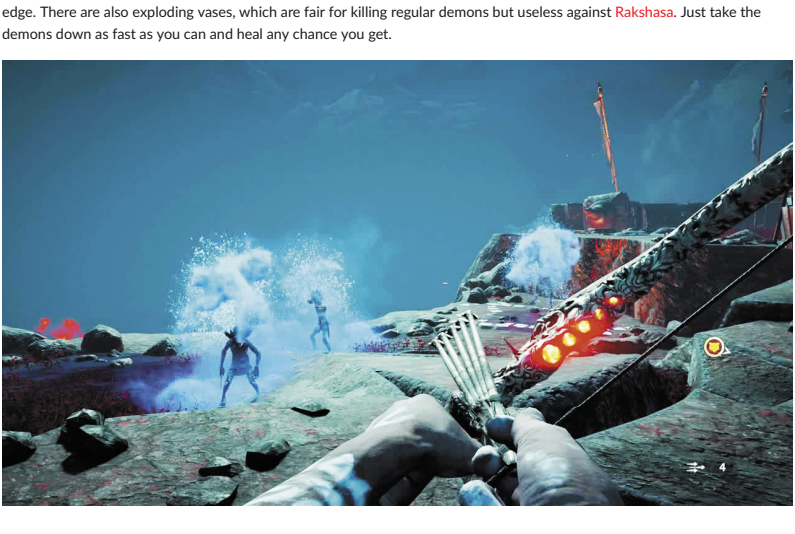
Drive on the road to x:756 y:795, almost straight south of the thangka icon. You should see a trail leading up to the northeast. Follow it. It's curvy, but it should dead-end at a cliff and a grapple point. Go up, and at the top, slide a little to the right until you can see another grapple point above you. Take it.

Climb the ledge at the top and step forward to discover Anadekh'i Ruins. Climb the trail behind it until you reach a dead-end and a treasure chest. Grab the treasure, and then take the grapple point up. Take the three hanging grapples to the west, then follow the trail west and you'll find another of the game's trademark giant, ominous holes. Grapple down, then use the second point to go even deeper.

Drop onto the rafters of the thangka chamber, then into the chamber itself. And get ready for a workout.

This is a boss battle, pure and simple. Rakshasa will wheel around above you, screeching and summoning demons three or more at a time. You and the tiger need to fend off these summoned demons and, when Rakshasa pauses to screech and taunt you, stick some arrows down his lava-orange throat.

The ring-shaped arena offers small bits of cover—a fallen column here, a crumbled tower there, and a sunken area along one edge. There are also exploding vases, which are fair for killing regular demons but useless against Rakshasa. Just take the demons down as fast as you can and heal any chance you get.



TIP

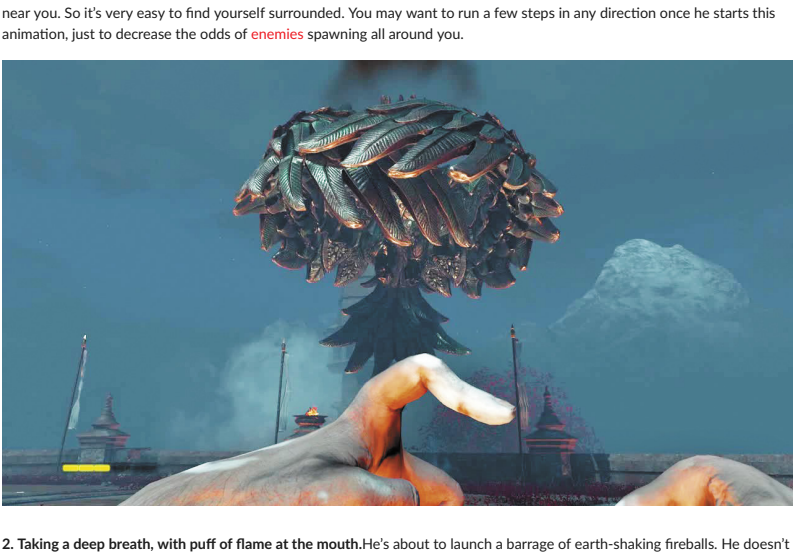
Your knife and chain takedowns are helpful here, but time consuming, and they take your eyes off the battlefield. Use them only when it's a sure connect. It takes so long to switch back to your bow that a missed takedown almost guarantees you'll take heavy damage.

CAUTION

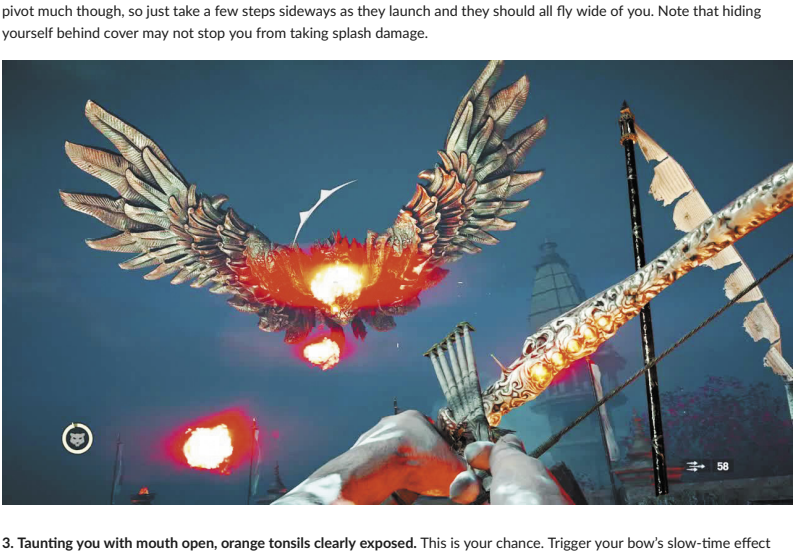
Do *not* try to kill Rakshasa when the tiger is on break. When that happens, just focus on staying alive by fending off the ground-bound enemies. When your tiger revives, you can switch your attention back to the big bird.

The trick is learning to keep track of the swooping Rakshasa and recognize his animations. There are three in particular to watch for:

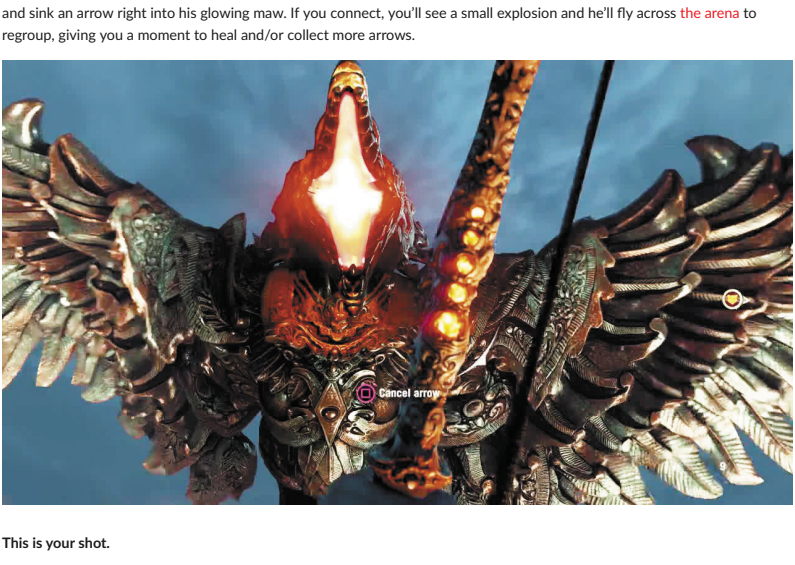
1. Wings crossed in a sort of self-hug. He's summoning. So forget him (he's invulnerable anyhow) and concentrate on taking out the three to six enemies about to materialize in puffs of blue smoke. Note that they don't spawn near him. They spawn near you. So it's very easy to find yourself surrounded. You may want to run a few steps in any direction once he starts this animation, just to decrease the odds of enemies spawning all around you.



2. Taking a deep breath, with puff of flame at the mouth. He's about to launch a barrage of earth-shaking fireballs. He doesn't pivot much though, so just take a few steps sideways as they launch and they should all fly wide of you. Note that hiding yourself behind cover may not stop you from taking splash damage.

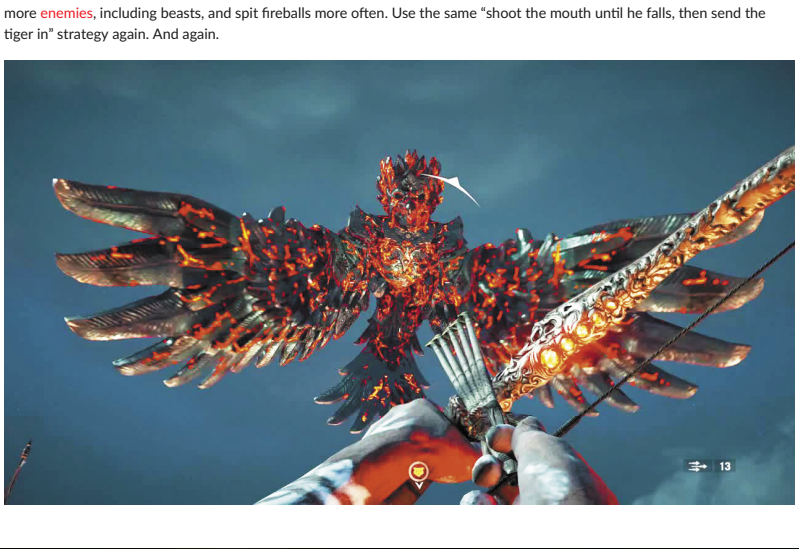


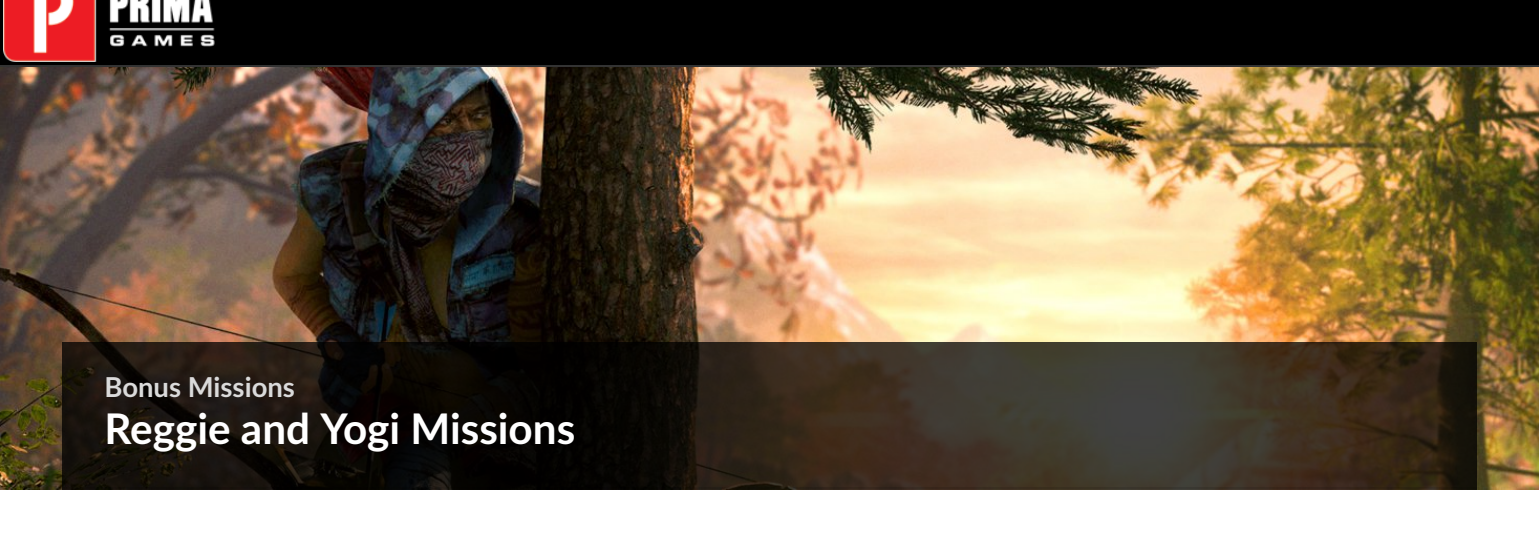
3. Taunting you with mouth open, orange tonsils clearly exposed. This is your chance. Trigger your bow's slow-time effect and sink an arrow right into his glowing maw. If you connect, you'll see a small explosion and he'll fly across the arena to regroup, giving you a moment to heal and/or collect more arrows.



This is your shot.

After three clean shots down his throat, Rakshasa will fall to the ground. Send the tiger to attack him, and as they struggle, fire another arrow down his throat. After several moments, the battle will resume, only now the metal bird will summon even more enemies, including beasts, and spit fireballs more often. Use the same "shoot the mouth until he falls, then send the tiger in" strategy again. And again.





Bonus Missions

Reggie and Yogi Missions

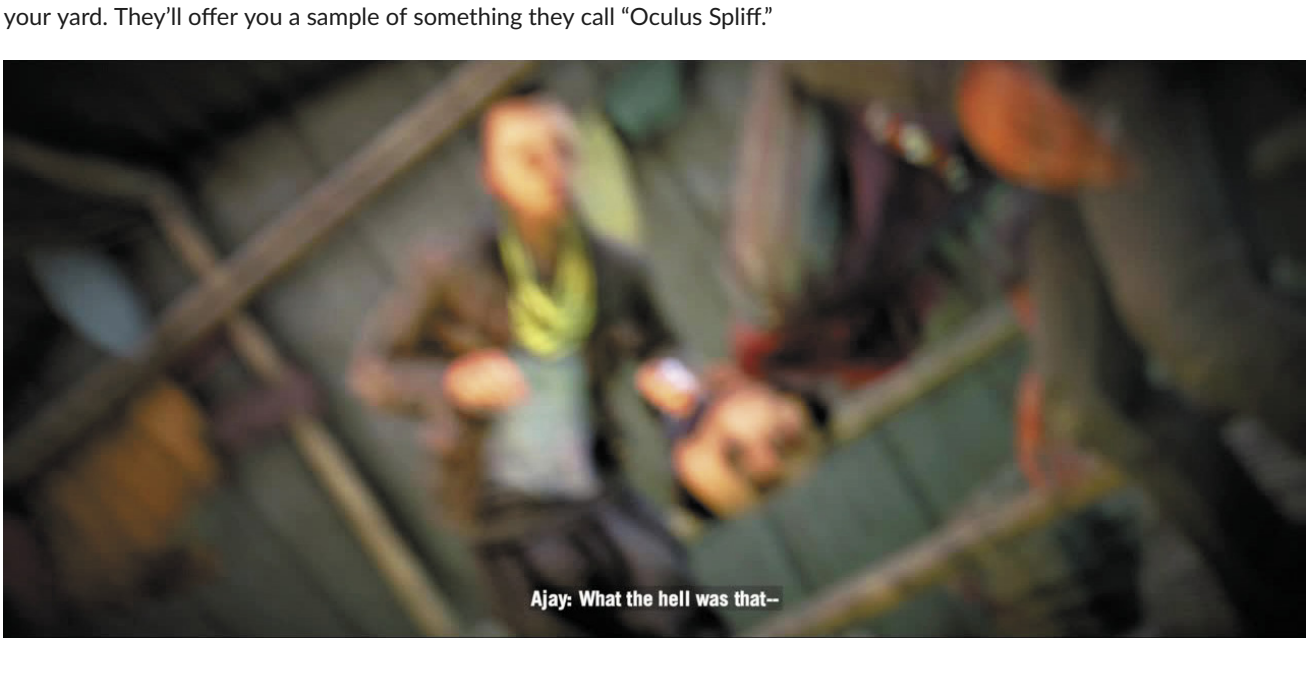
LOST & CONFUSED

Reggie: This one's lovely jubbly.

The first time you met Reggie and Yogi, you ended up naked and fighting for your life. The second time, you woke up in paradise...but also fighting for your life. Clearly, there's a theme here. But you have to admit, they keep you guessing. Might as well stop by for another visit.

But just in case, stock up on health syringes first.

You kicked Reggie and Yogi out of the main house, but they didn't go far. You'll find them camping in a tent at the edge of your yard. They'll offer you a sample of something they call "Oculus Spliff."

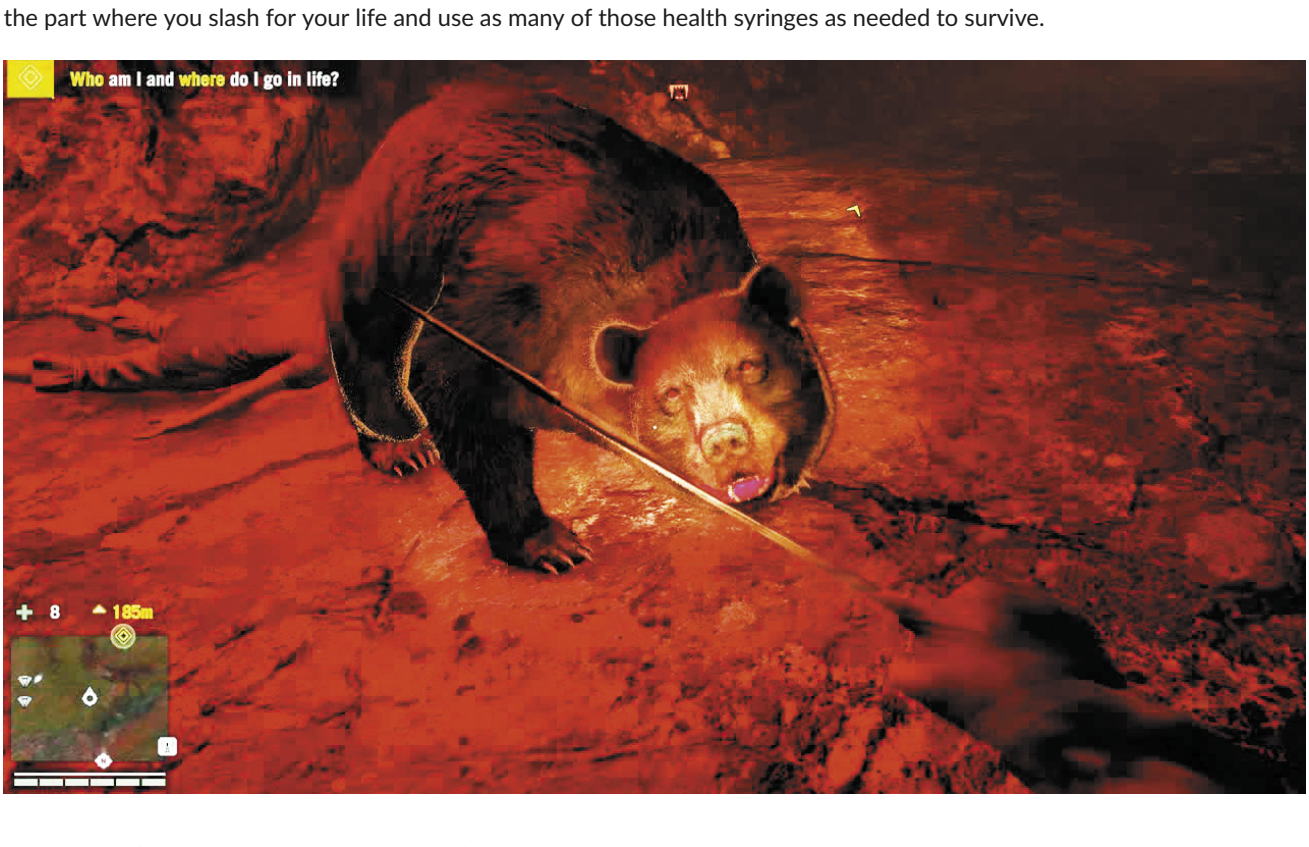


And once again, this happens.

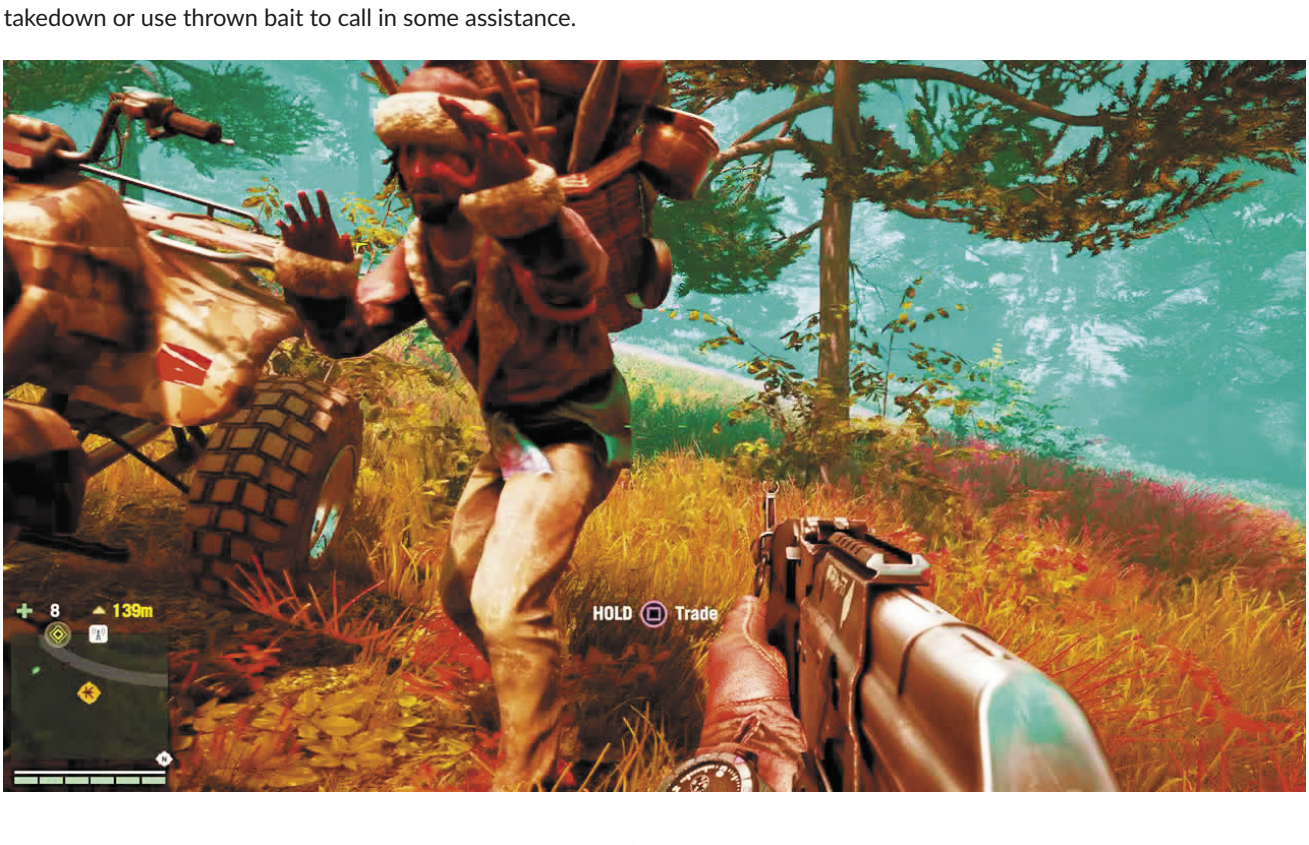
You'll awaken in a cave, tugged gently back to consciousness by the melodious sounds of a crap-ton of man-eating bears huffing and growling all around the place. And naturally, the stoners stashed your weapons and left you with only your knife. At least, thanks to the drug, you can see the bears through the walls just as you would if you'd tagged them with your camera.

A note on the ground from Reggie instructs you to find him and Yogi. As if you needed the motivation.

Make your way out of the cave. The bears are—no joke—mostly busy gnawing the corpses of previous visitors. But you'll probably still have to fight at least one bear (most likely the one at the cave mouth) on your way to the cave mouth. That'll be the part where you slash for your life and use as many of those health syringes as needed to survive.

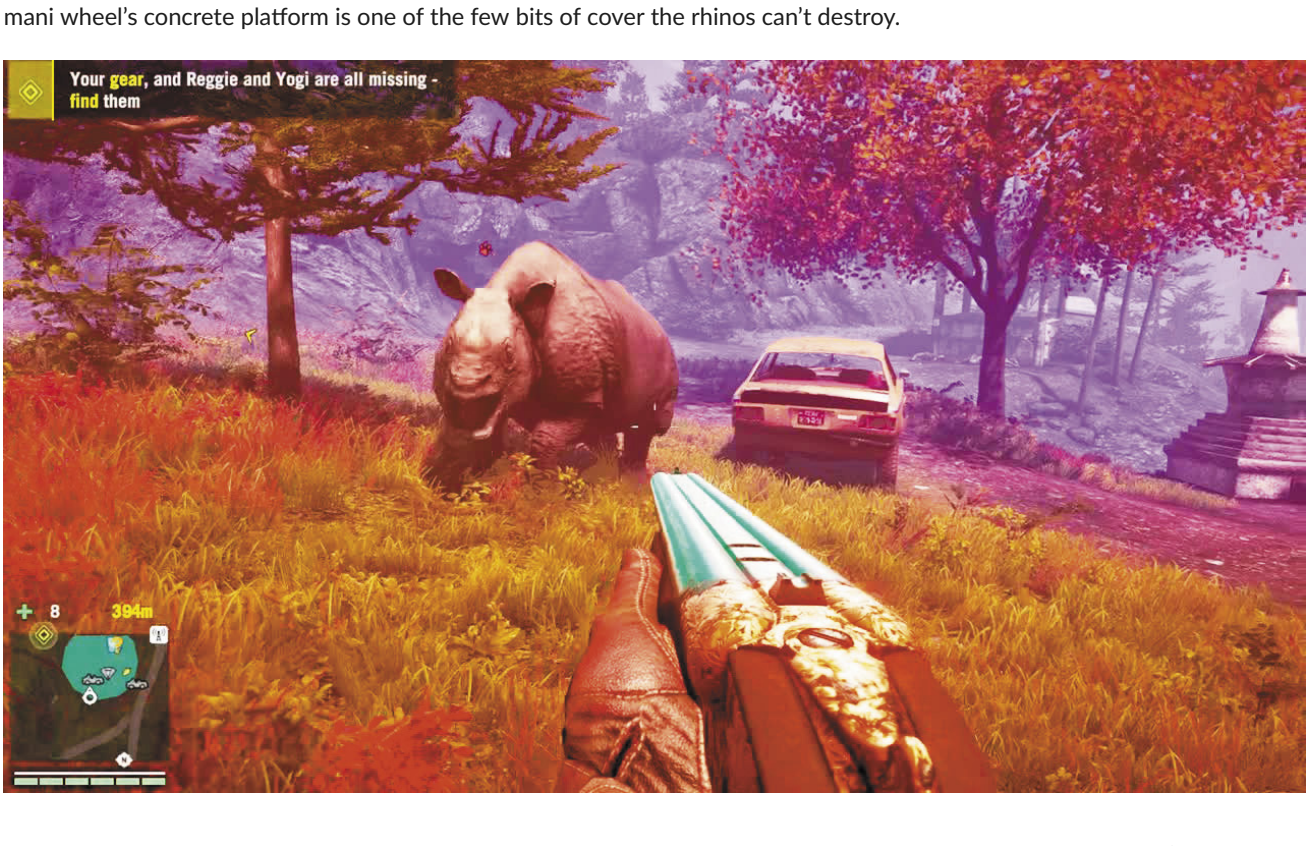


Outside, you'll realize the cave is called Kyra's Retreat. Also, two of soldiers are stationed right outside. Or at least, they were. This place is crawling with bears and leopards, so the soldiers may already be dead. If they aren't, no worries. Sneak in for a takedown or use thrown bait to call in some assistance.

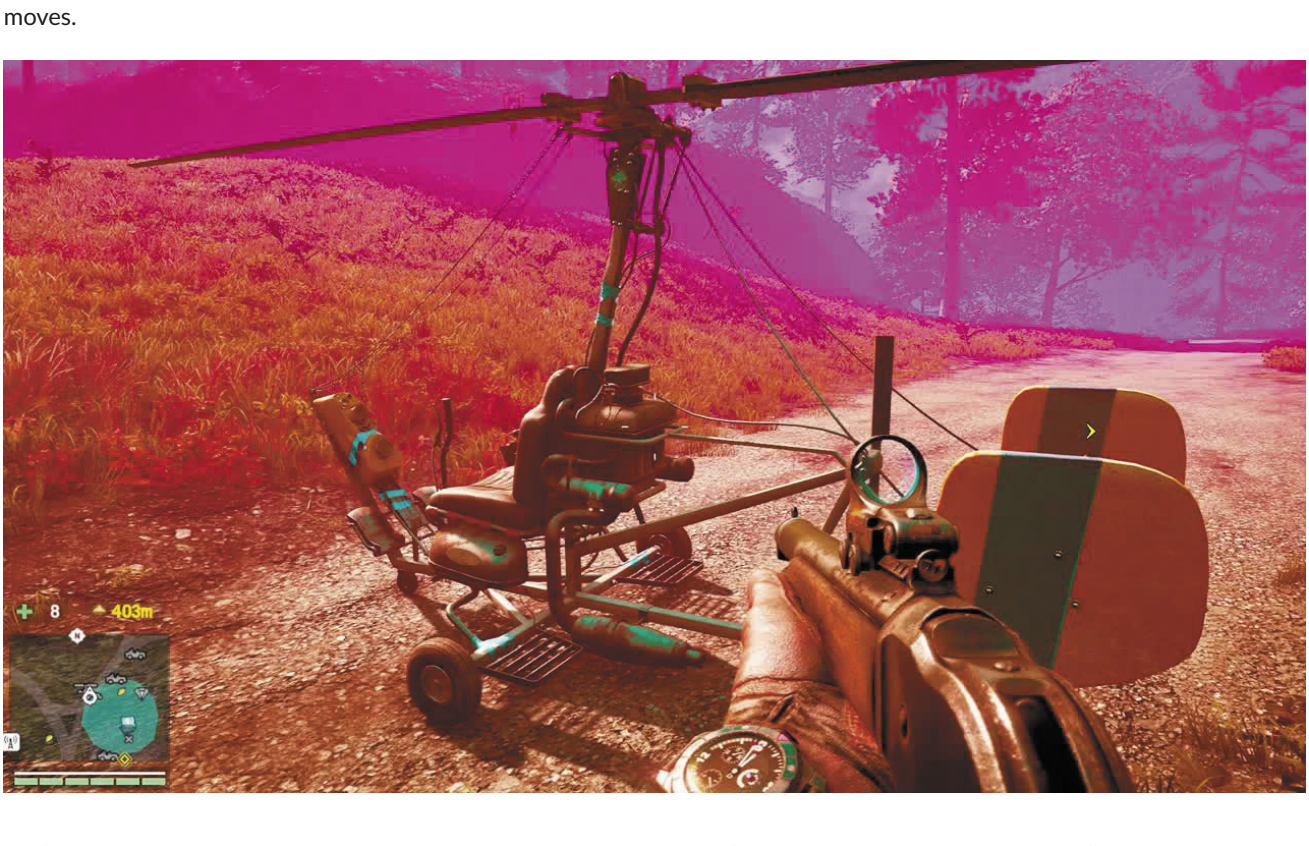


Grab a gun and continue the search for Reggie and Yogi. You're still woozy from the drug, which explains why the world keeps changing color, you keep hearing swooshy music, and Reggie and Yogi vanish in a swirl of blue smoke (along with several monkeys) when you find them.

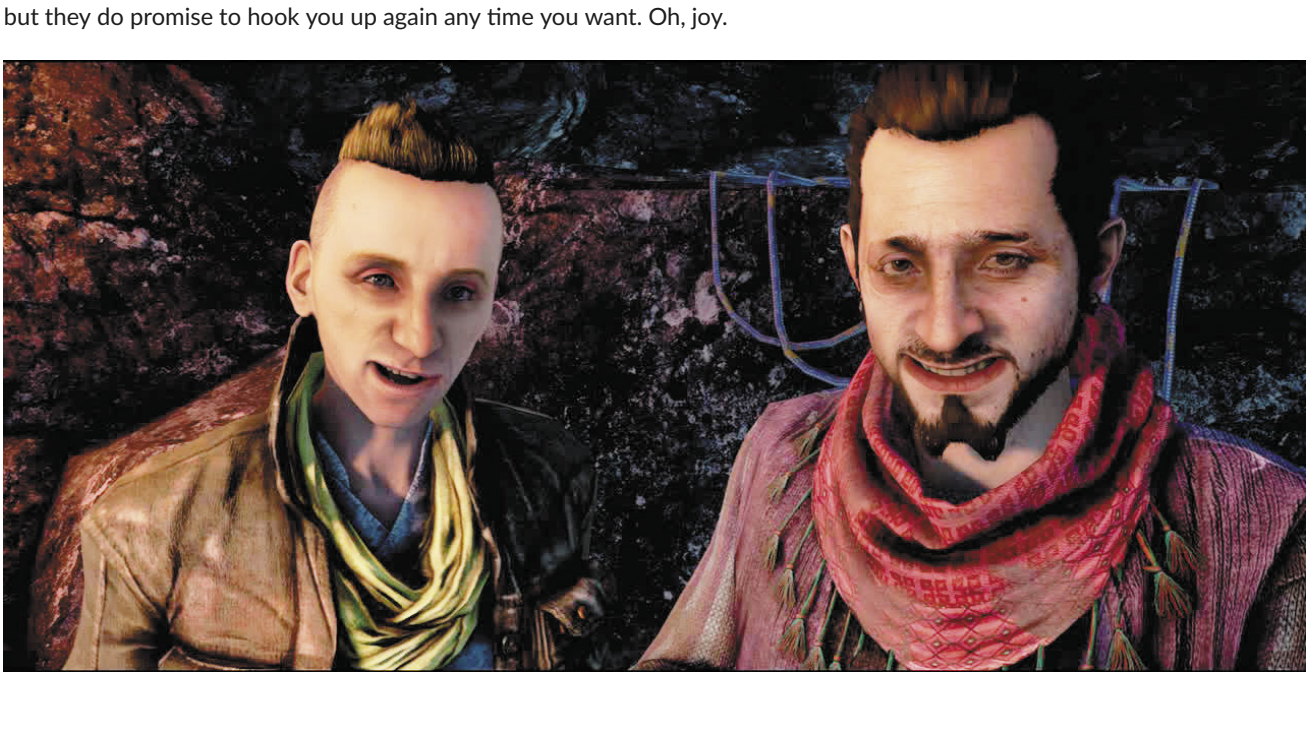
Continue to the new checkpoint, past leopards, rhinos, and enough sambar to form a soccer team. Keep your eyes open for a sherpa, and if you find him, stock up on a high-powered weaponry, such as shotguns, launchers, and LMGs. When you reach the checkpoint, another poof of smoke will reveal that two of the things you thought were cars were actually angry rhinos. Retreat quickly to avoid a battle you're not equipped to fight. Or, if you've found the firepower, have at it. And note that the mani wheel's concrete platform is one of the few bits of cover the rhinos can't destroy.



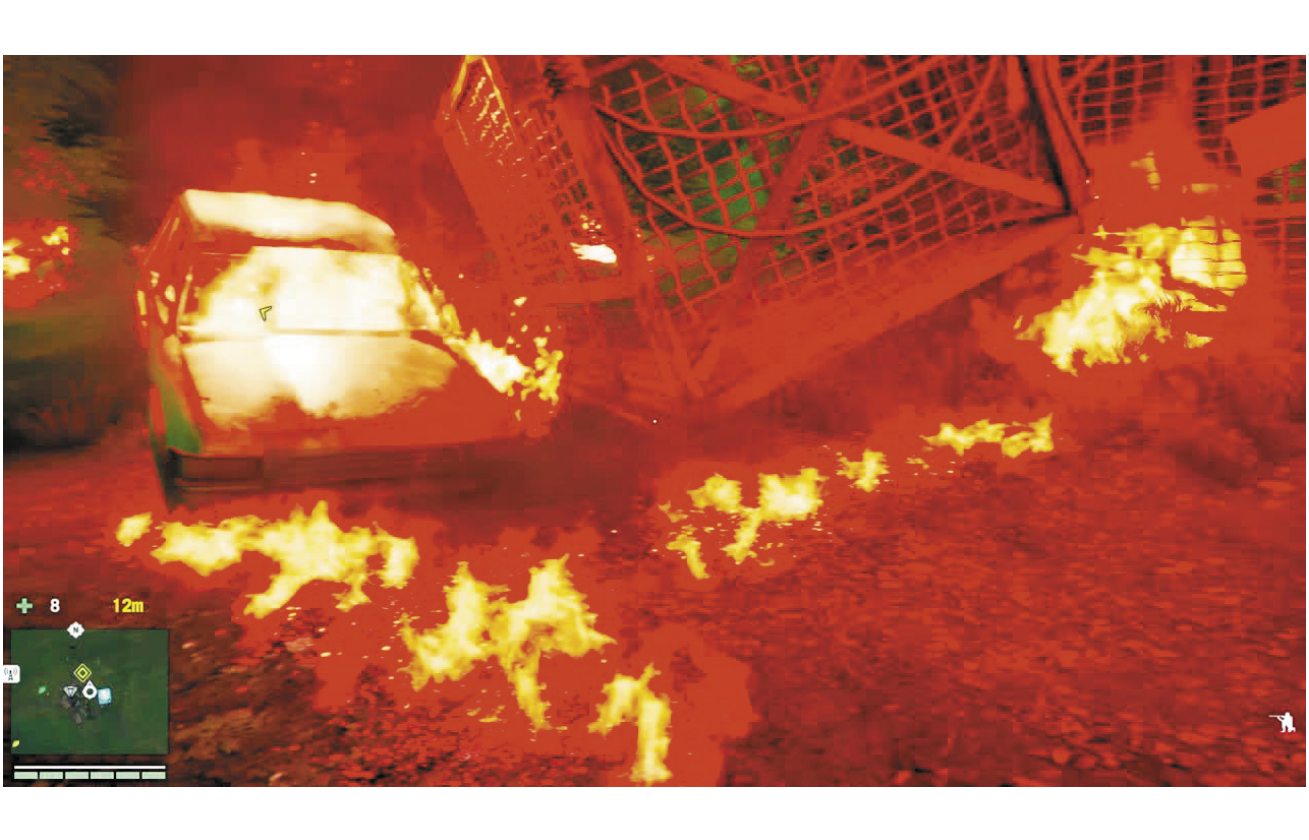
After the battle, check the road for a buzzer. Sure, you have no business piloting anything in this condition, but it'll make the next two checkpoints far easier. The third checkpoint drops you at the base of a large Kyra statue, where Min's soldiers and yet more bears pop into existence. Drop into cover in the statue's "lap" to let the bears handle the soldiers for you. If you found the buzzer, you don't even need to land here. You can just continue to the next checkpoint once the quest marker moves.



You'll finally strike pay dirt at the fourth checkpoint, a cave called Kyra's Meditation. Reggie and Yogi don't exactly apologize, but they do promise to hook you up again any time you want. Oh, joy.

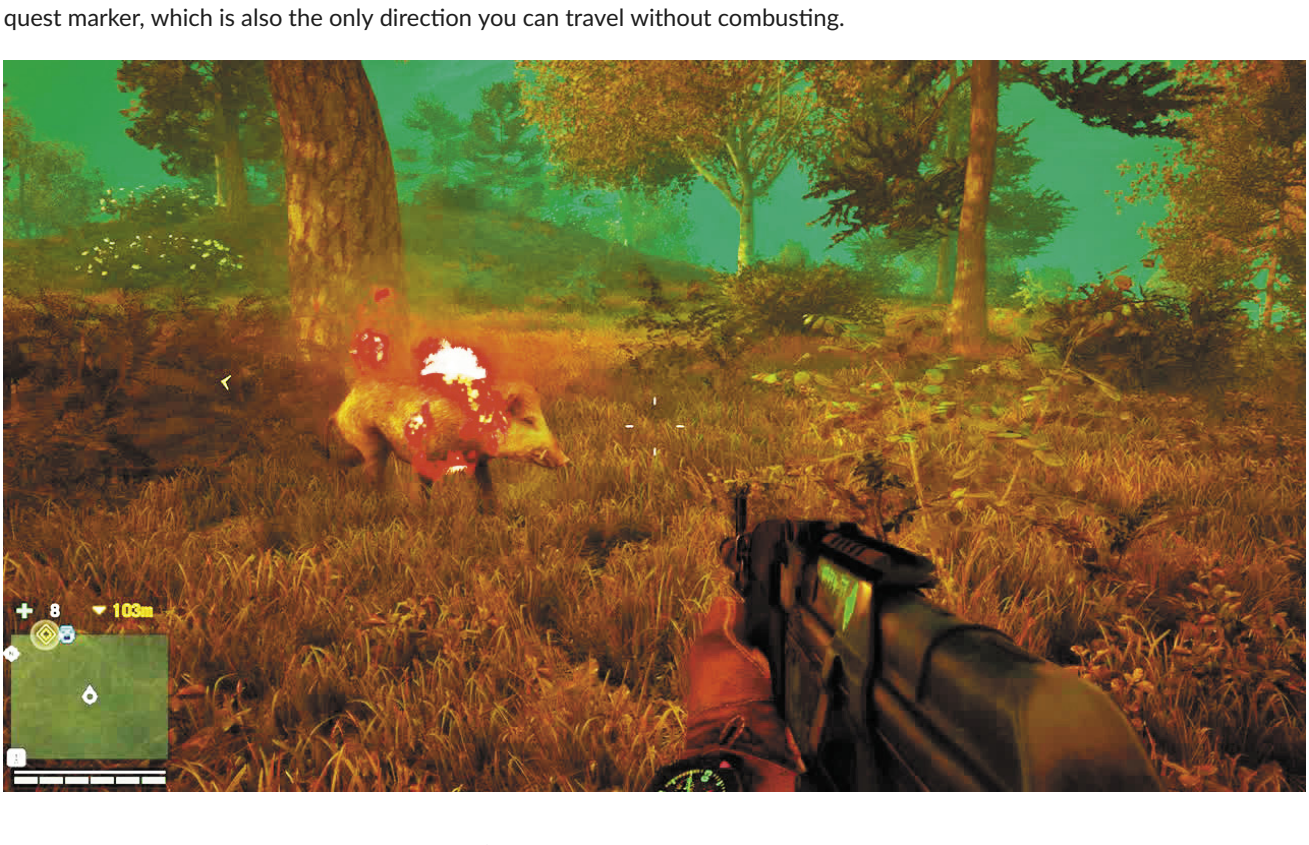


THE BURNING FOREST



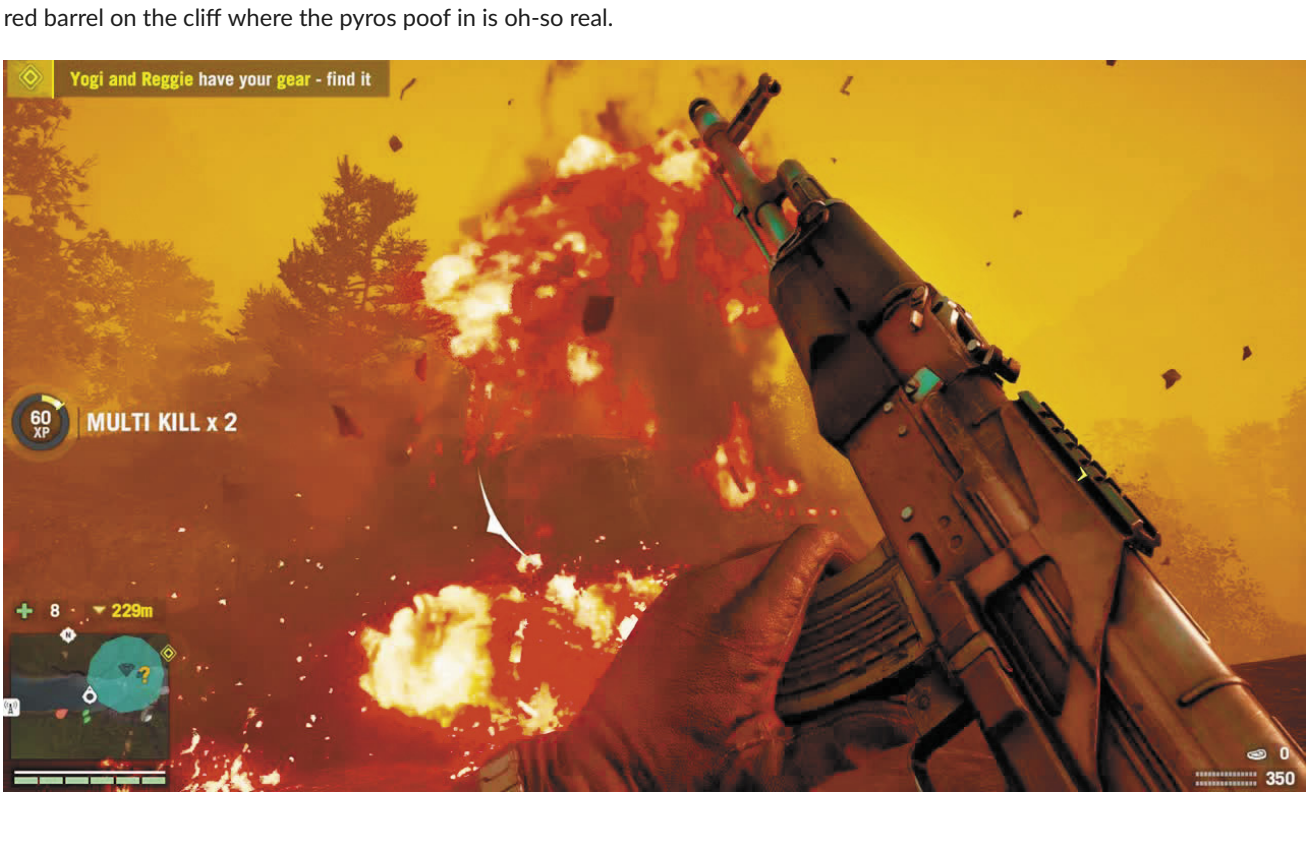
Another visit, another syringe. This time, you wake up in a makeshift corral crafted from wrecked animal cages and junked cars. All of which are in flames.

Grab the gun from the nearby corpse (because once again, Reggie and Yogi left you with only a knife) and move toward the quest marker, which is also the only direction you can travel without combusting.



As you make your way through the forest, you'll notice the sky has gone all disco-whooshy again. You should also come across some unusual wildlife.

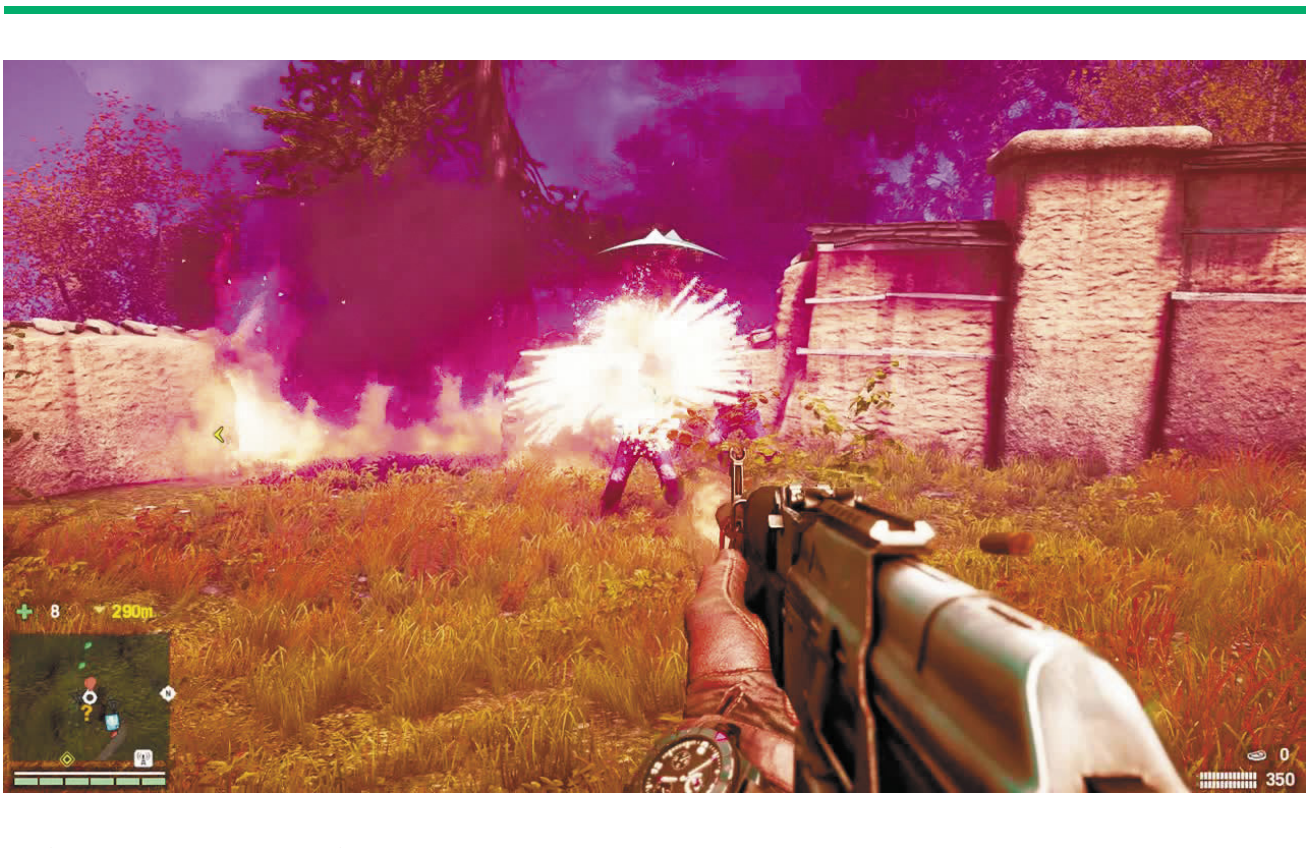
As anyone who played the first quest might have guessed, the first checkpoint is a hallucination. The good news is that the red barrel on the cliff where the pyros poof in is oh-so real.



Standing right next to a red barrel. You would think pyros, of all people, would watch out for this sort of thing.

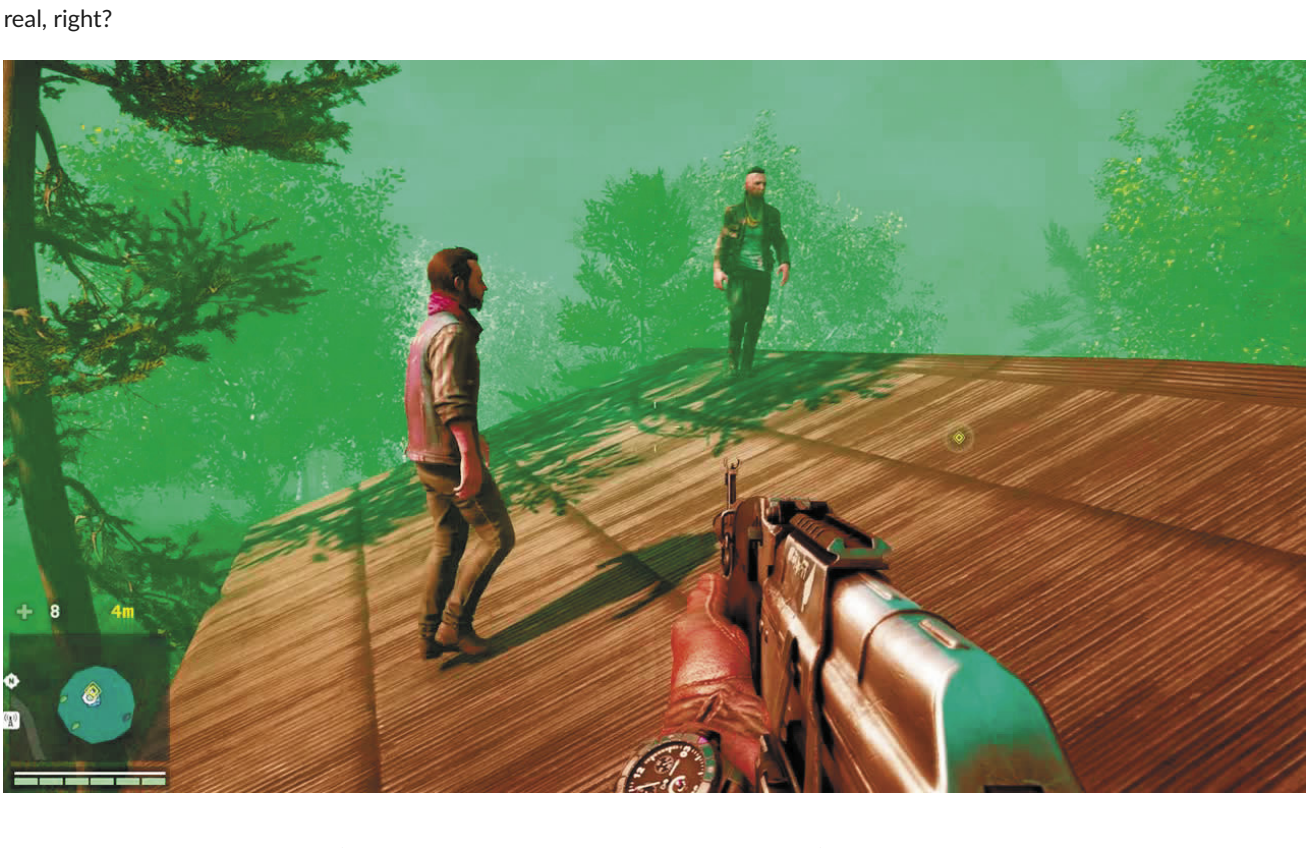
TIP

Remember, water douses flames. If you catch fire—and you will—the quickest way to put it out is to jump into the river.

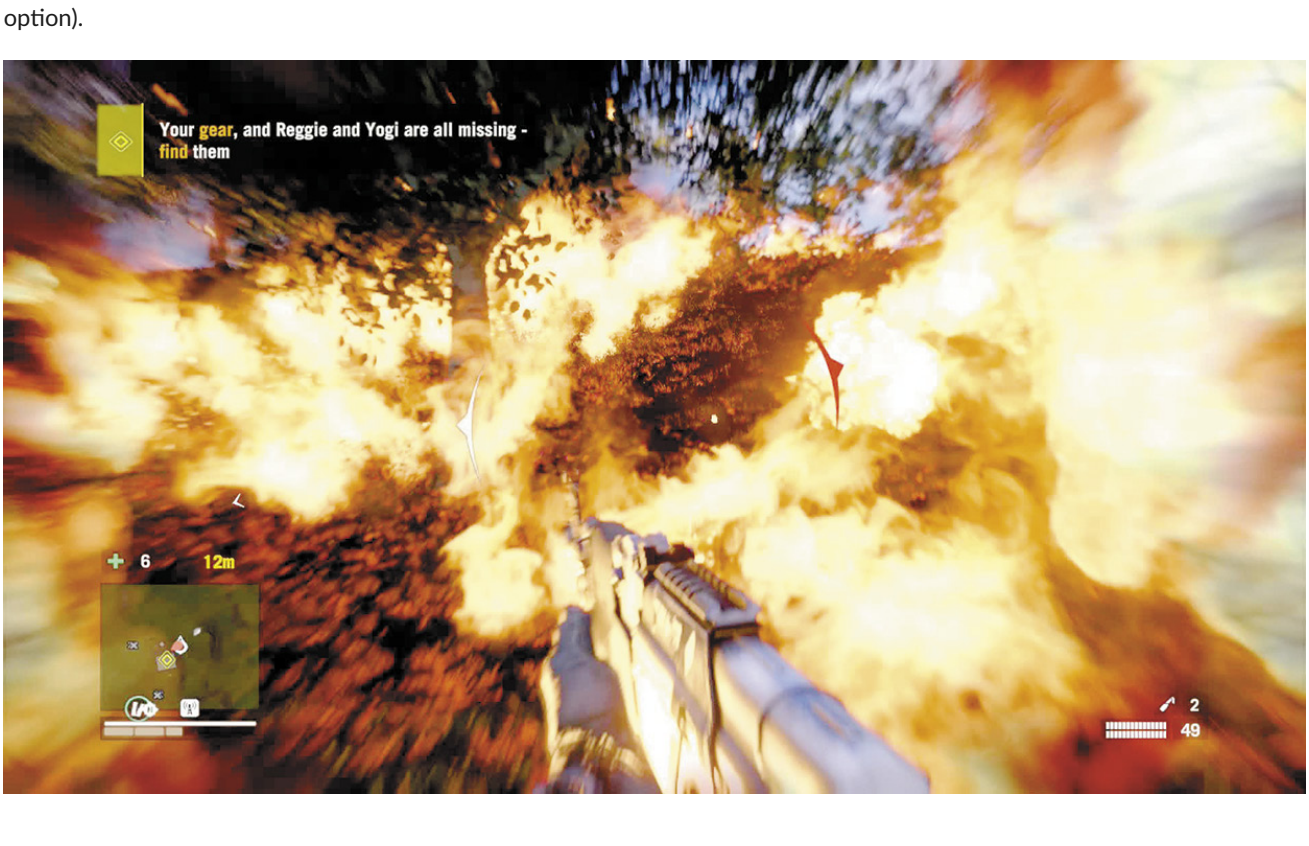


Don't be lulled into thinking you'll find Reggie and Yogi at the second location either. You will find a pair of pyros, though, so be ready. In this small area, they can cause trouble if you don't put them down quickly. And in the "great idea" department, you should find a glider in the direction of the next marker.

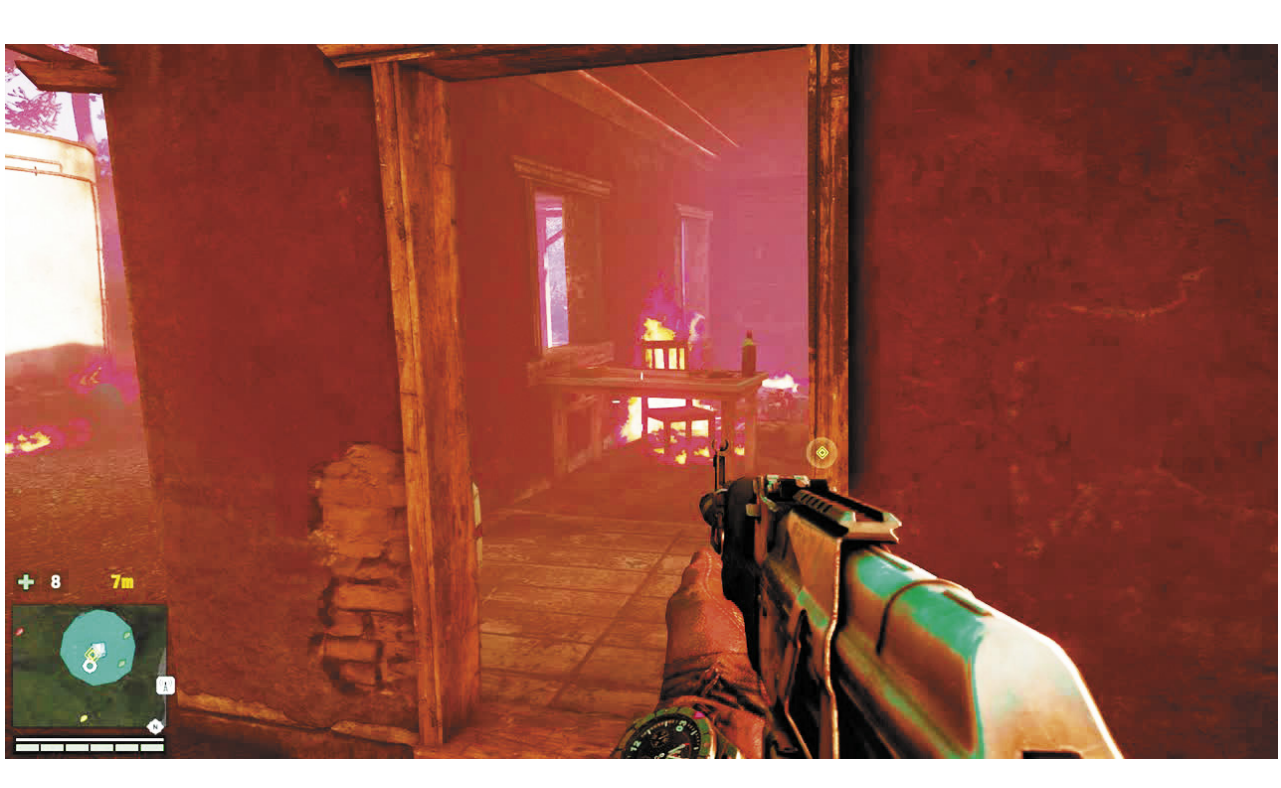
As you approach the third checkpoint, you'll see Reggie and Yogi standing on the roof of a small house. That's probably totally real, right?

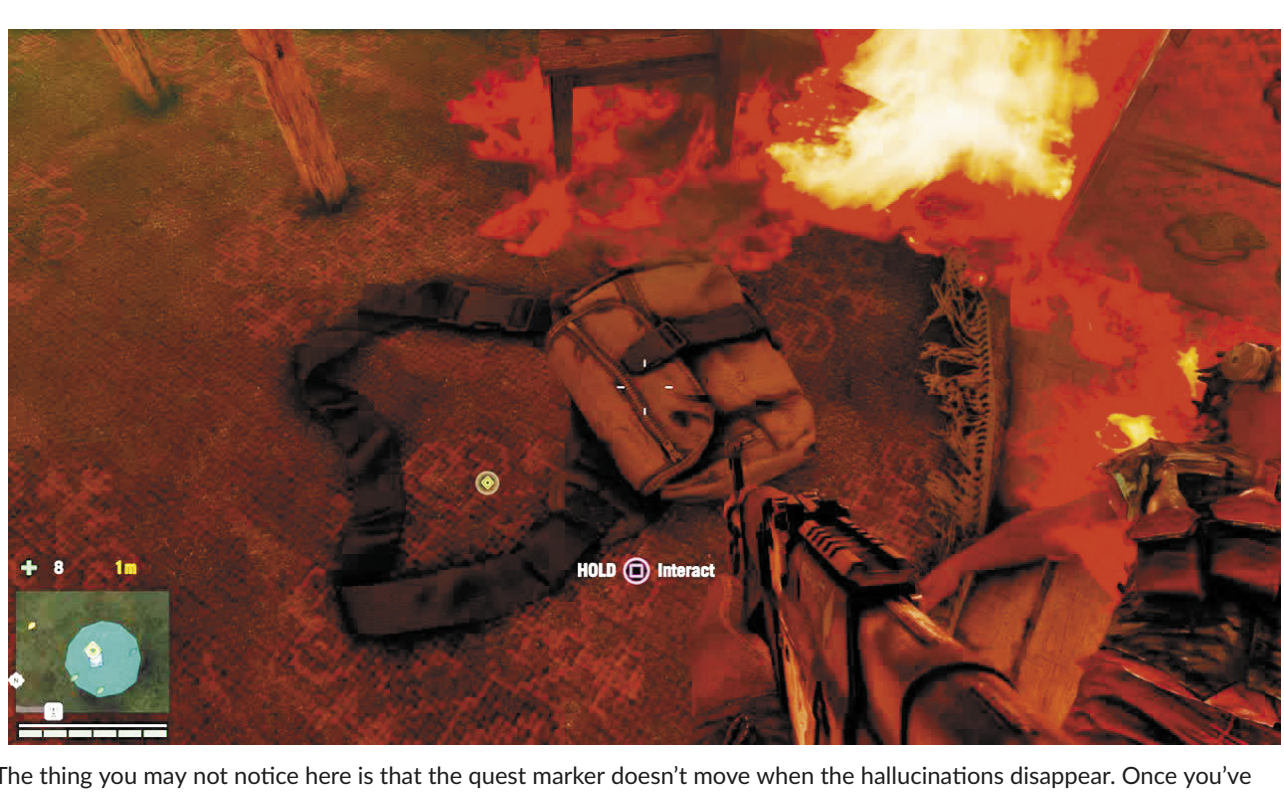


The good news is, the pyros don't warp in and start torching the joint until you're with imaginary Reggie and Yogi on the roof, which is a fairly safe starting location. The bad news is that the entire place will be in flames before you know it. Hold the high ground as long as you can and if you do have to jump down, run toward green or at least whatever color is not fire at the moment . But remember: If you're on fire, you're going to ignite the ground wherever you stop, so that green spot isn't going to be safe for long. You'll need to keep moving until the flames burn out (or manually douse them when you have the option).



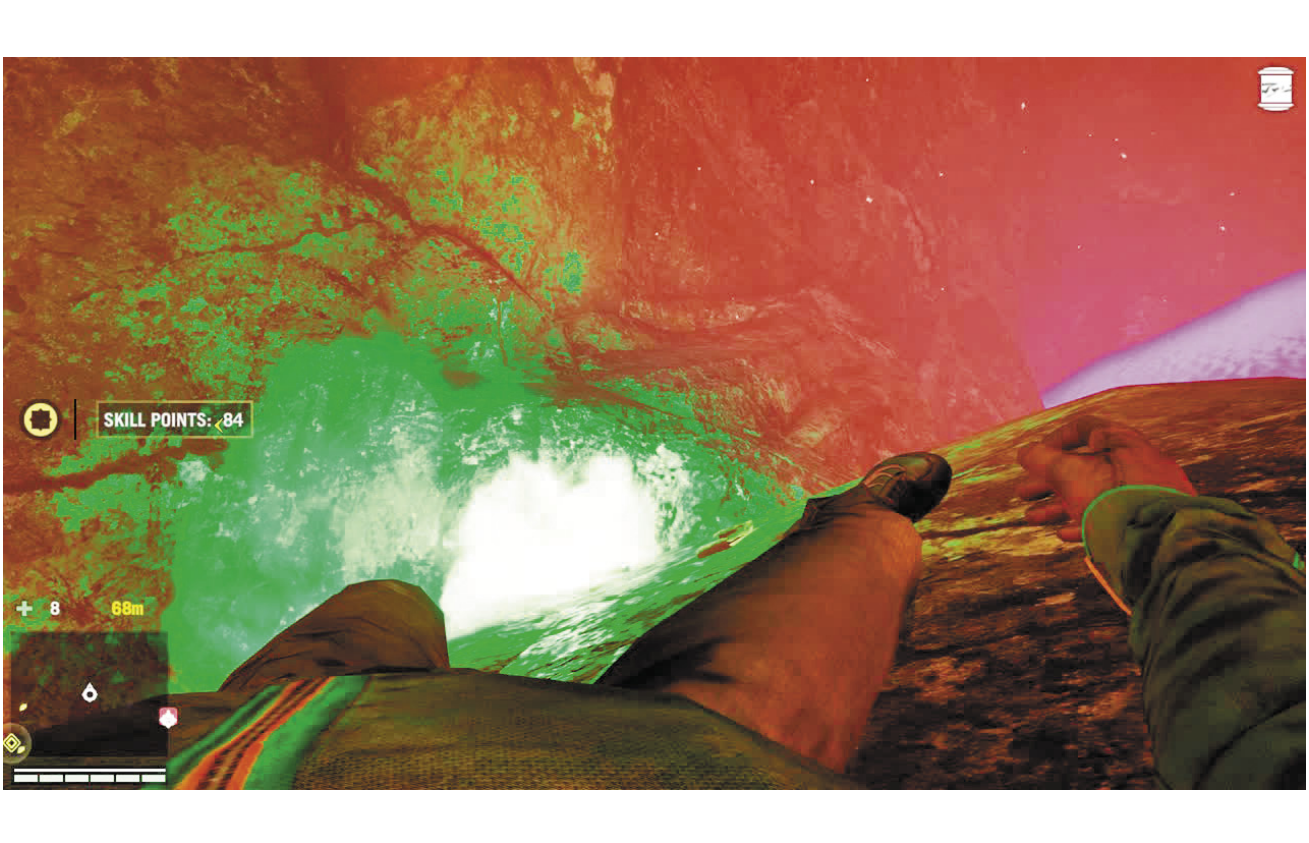
Things we really don't have to tell you #437: "If your surroundings look like this, RUN."





The thing you may not notice here is that the quest marker doesn't move when the hallucinations disappear. Once you've dispensed with the pyros and let the flames die down a bit, head back to the house and enter any door not currently engulfed in flames. Once inside, you'll find a satchel and finish the quest.

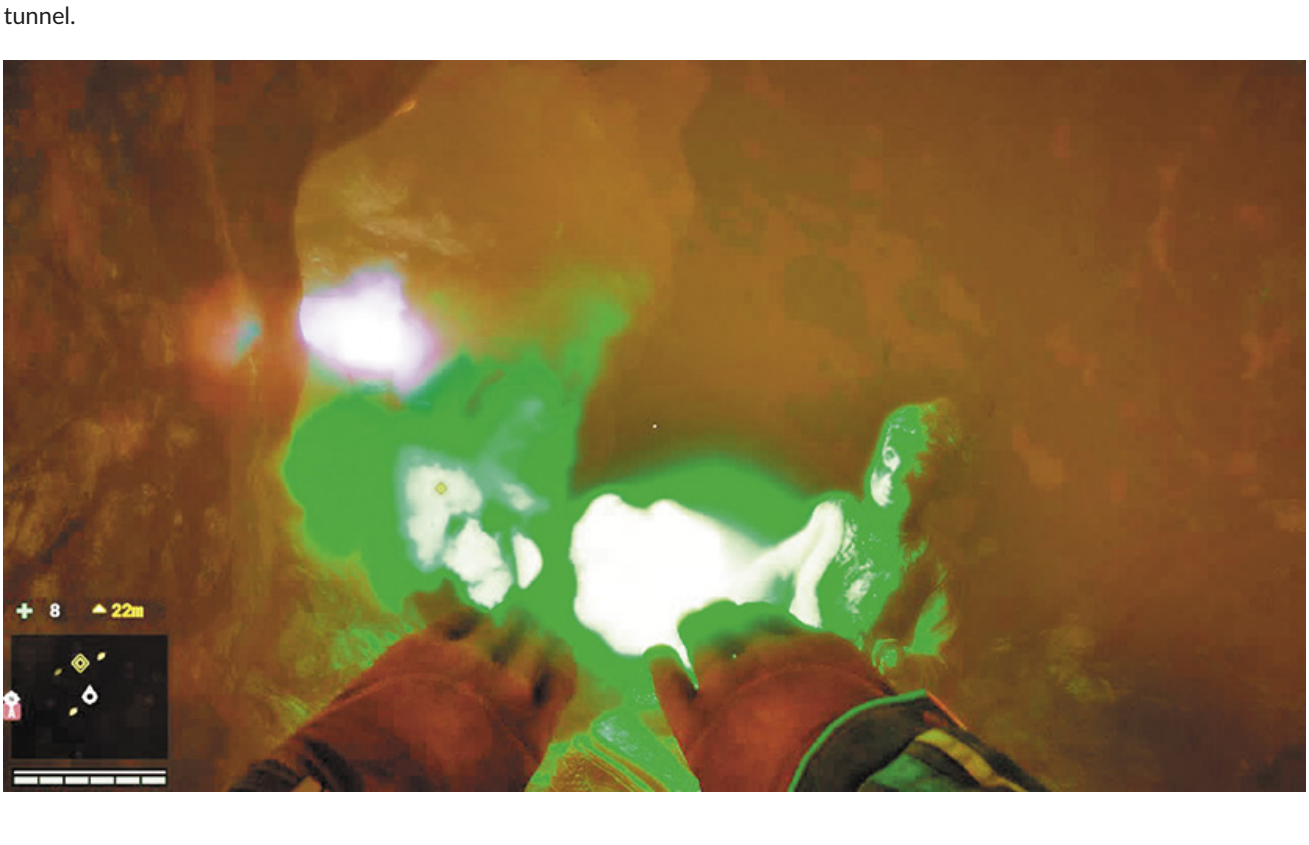
NAKED & SCREAMING



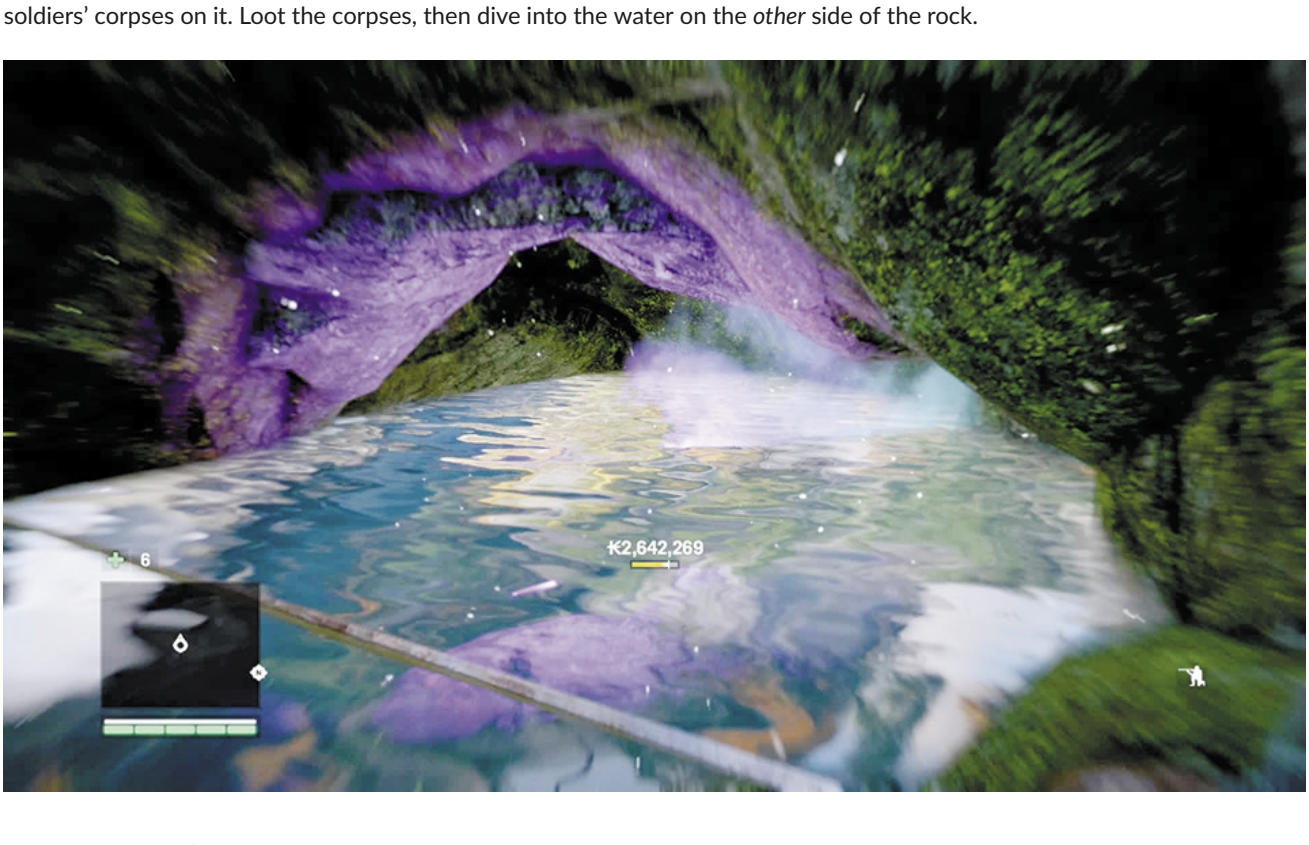
When you arrive at the tent, Reggie and Yogi will be having what turns out to be just another day for them.

Yet somehow, you still volunteer for their next experiment.

This time, you come to in a cave with no visible exit. However, there is a strange, green light in the water. Read the usual note from the guys and jump in. You should see a trail of green and purple flares that lead you through a long underwater tunnel.

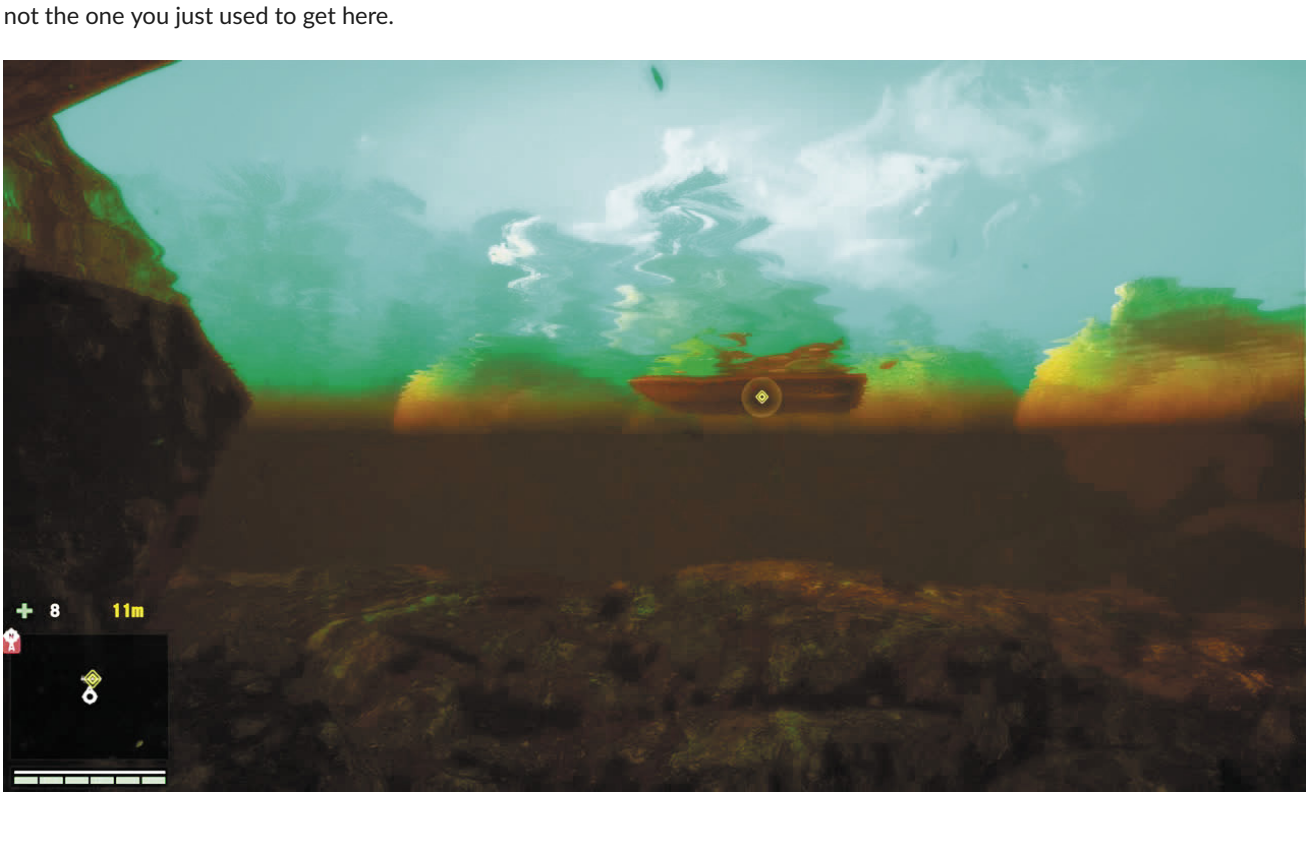


Just when your lungs are about to burst up through your esophagus, you'll emerge onto a small rock with two Royal Guard soldiers' corpses on it. Loot the corpses, then dive into the water on the *other* side of the rock.



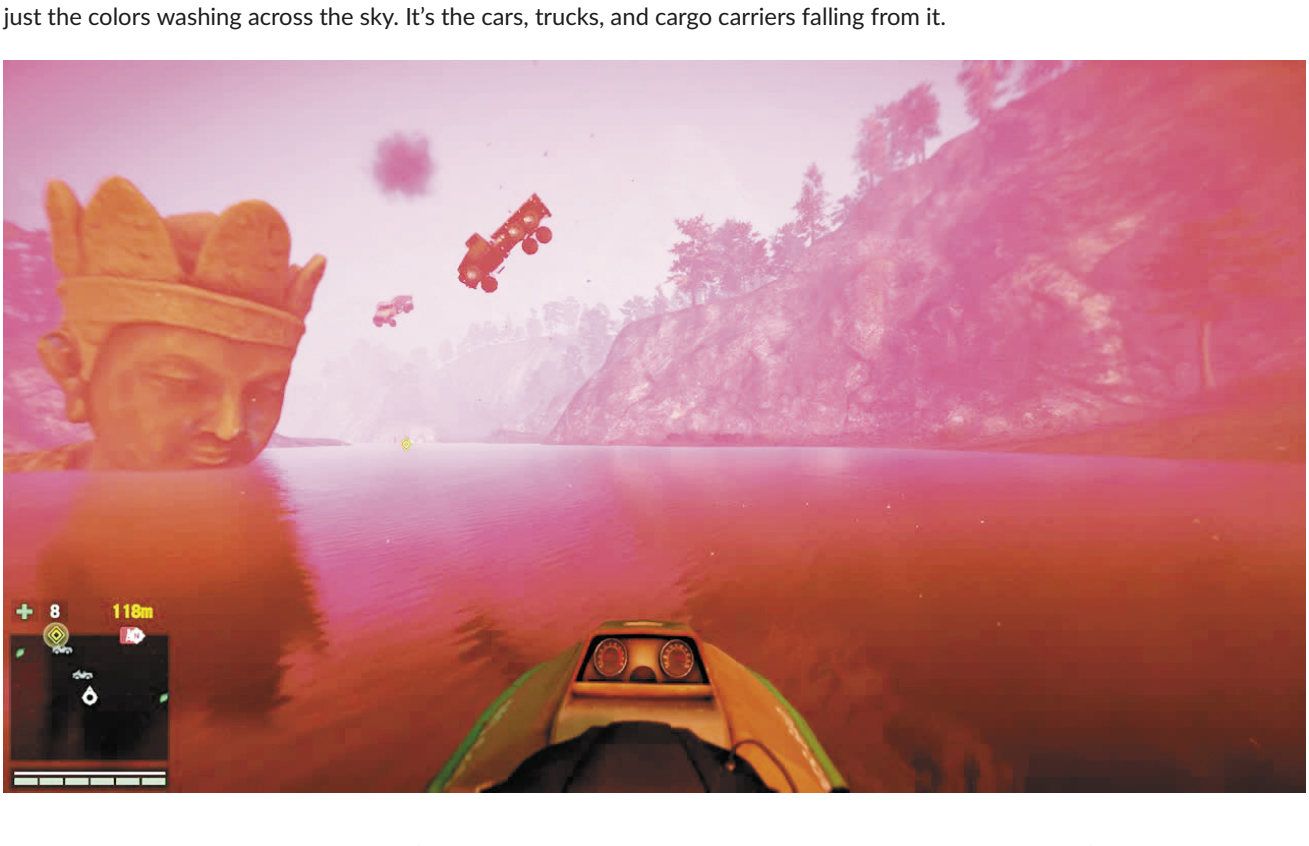
Pretty as it is, you're facing the wrong way. Do a 180.

This is important because you're about to swim through another tunnel, and you want to be sure to go through the new one, not the one you just used to get here.

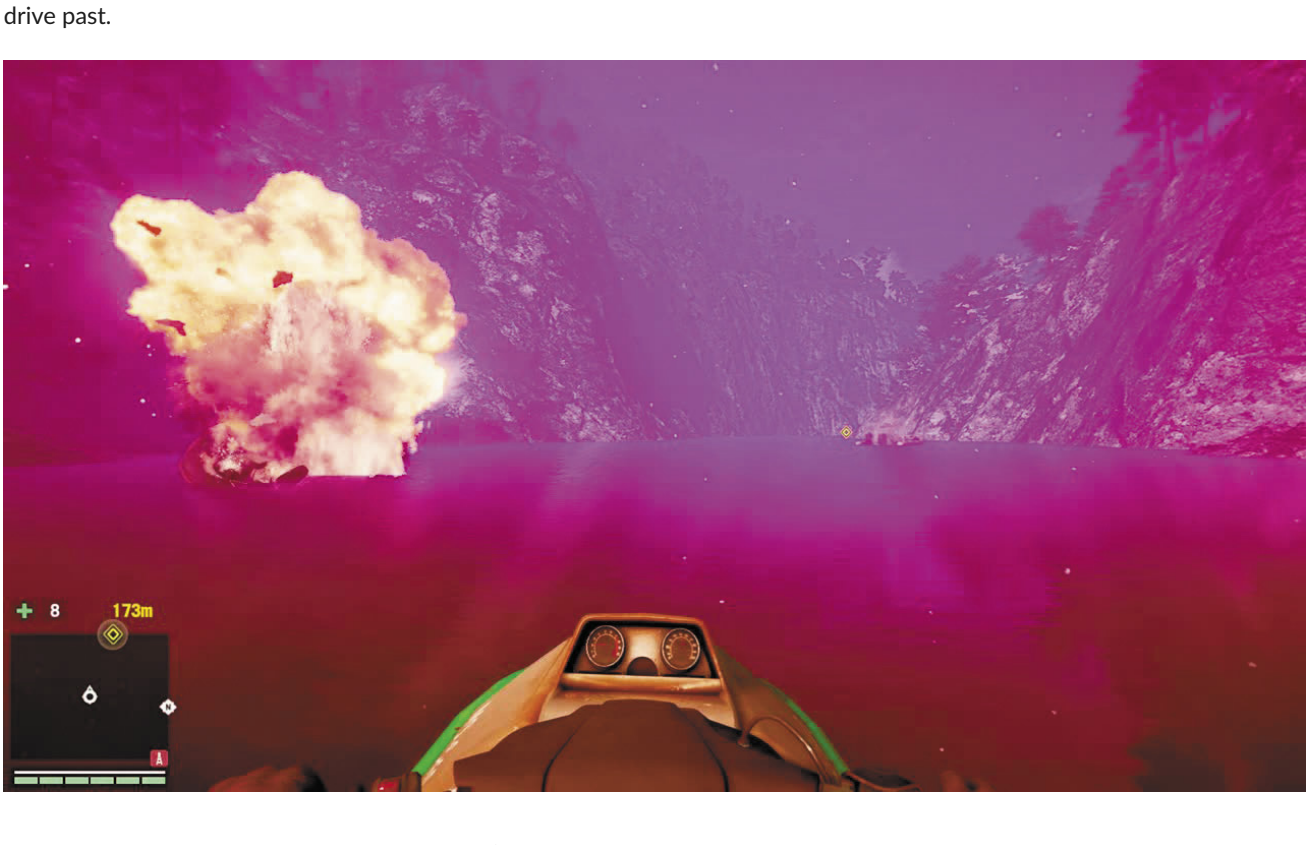


How will you know? For starters, the new tunnel leads to a lake and a jet ski.

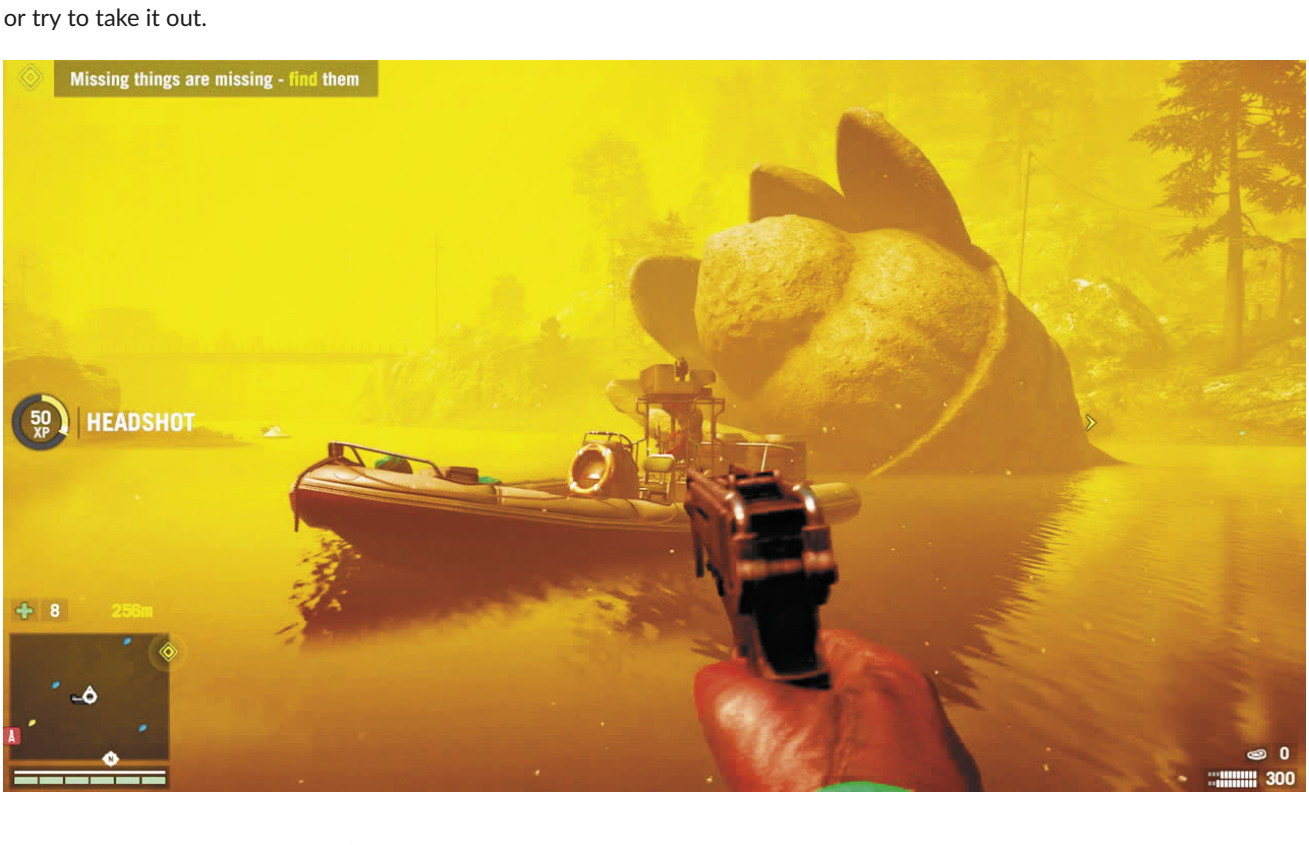
Climb aboard and start your hazy-eyed journey to the first checkpoint. Almost immediately, you'll notice a change. It's not just the colors washing across the sky. It's the cars, trucks, and cargo carriers falling from it.



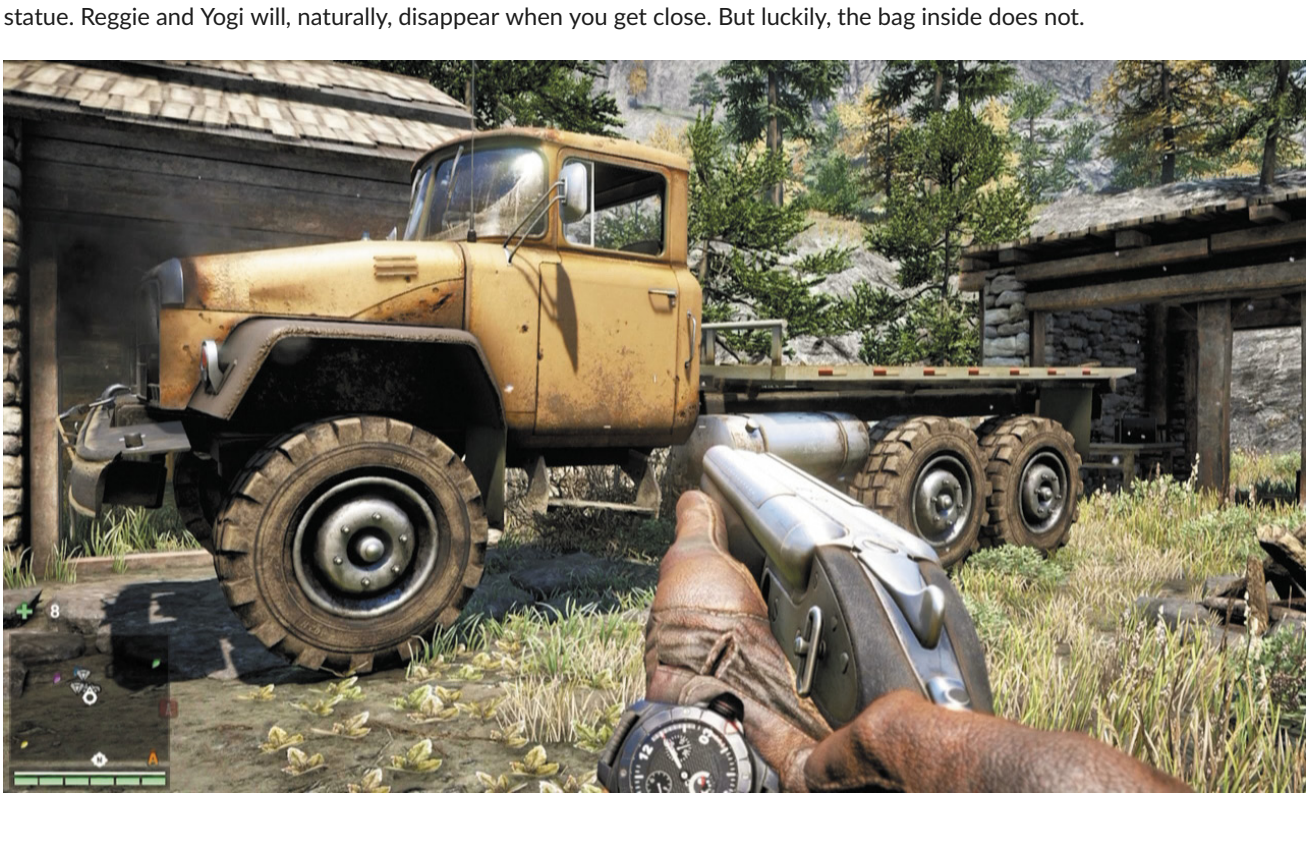
After running that strange gauntlet, you'll come to an area where several boats will poof into view. There's a machine gun nest on the shore, but you actually don't need it. It turns out, these boats don't shoot at you. They just explode when you drive past.



After another sprinkle of vehicle-sized hail, you'll encounter a boat near a giant, but mostly submerged, Kyra statue. This boat will shoot at you. You have three options: head to shore and skirt around a huge portion of the mission on foot, race past it, or try to take it out.

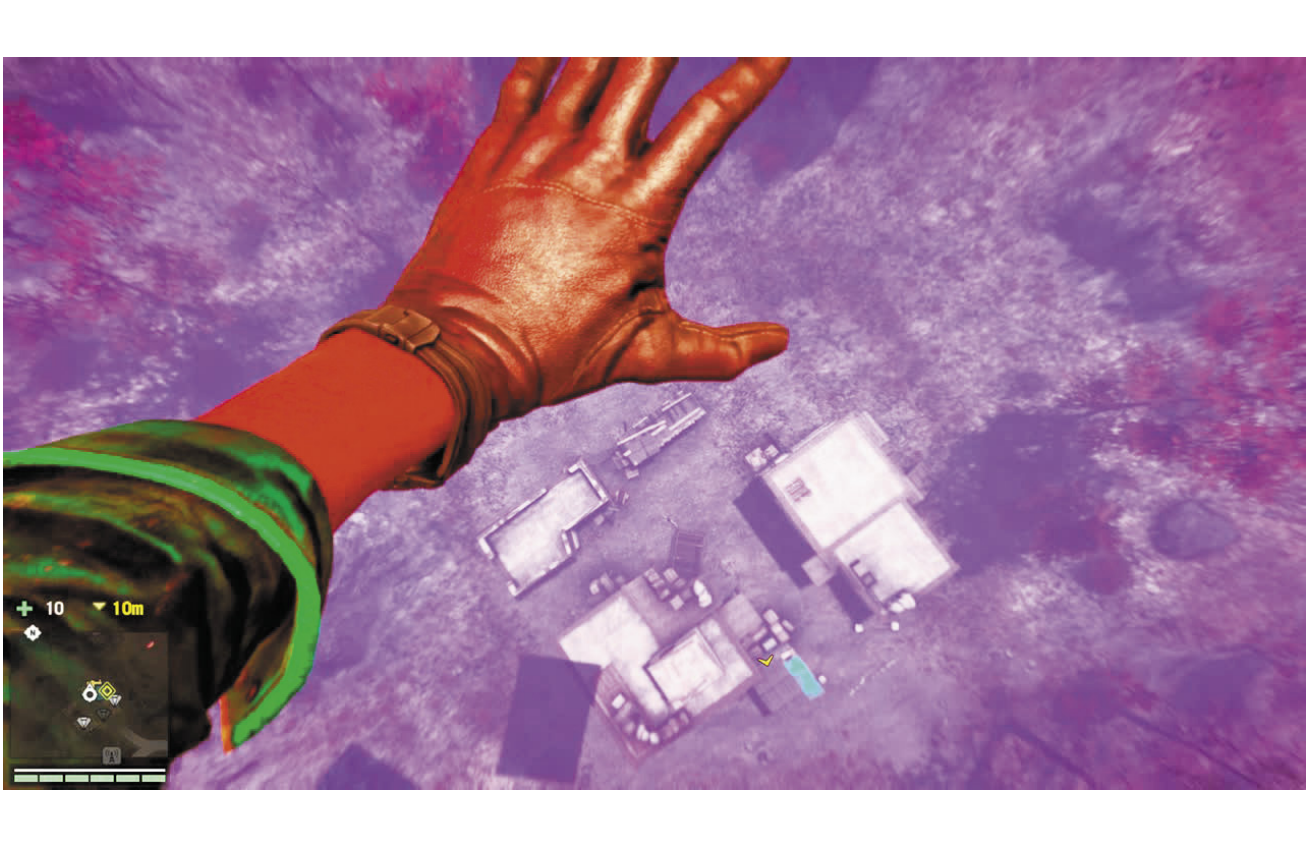


After the boat is disposed of, you're free to head to the last checkpoint, which is a dock just past yet another towering Kyra statue. Reggie and Yogi will, naturally, disappear when you get close. But luckily, the bag inside does not.

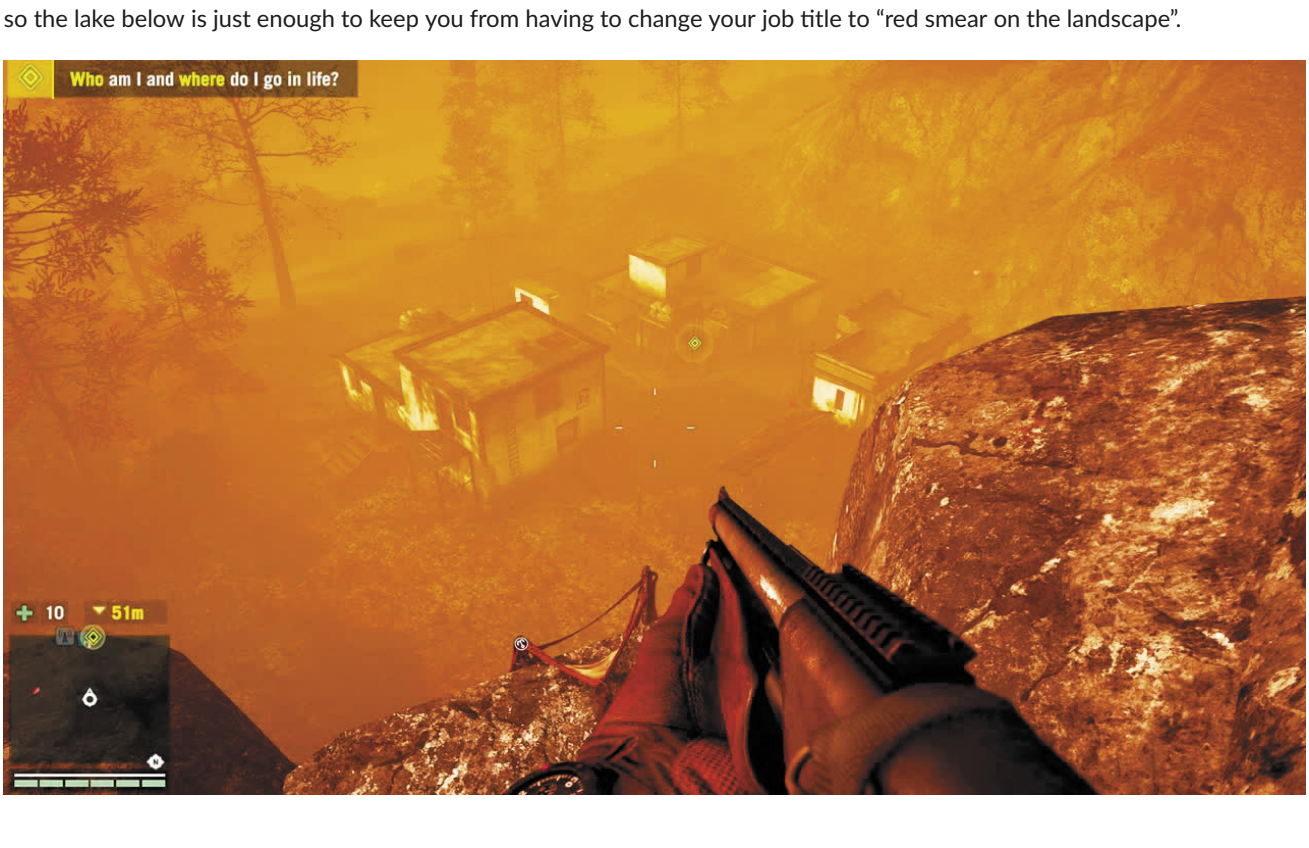


Plus, a sweet new set of wheels just fell from the sky.

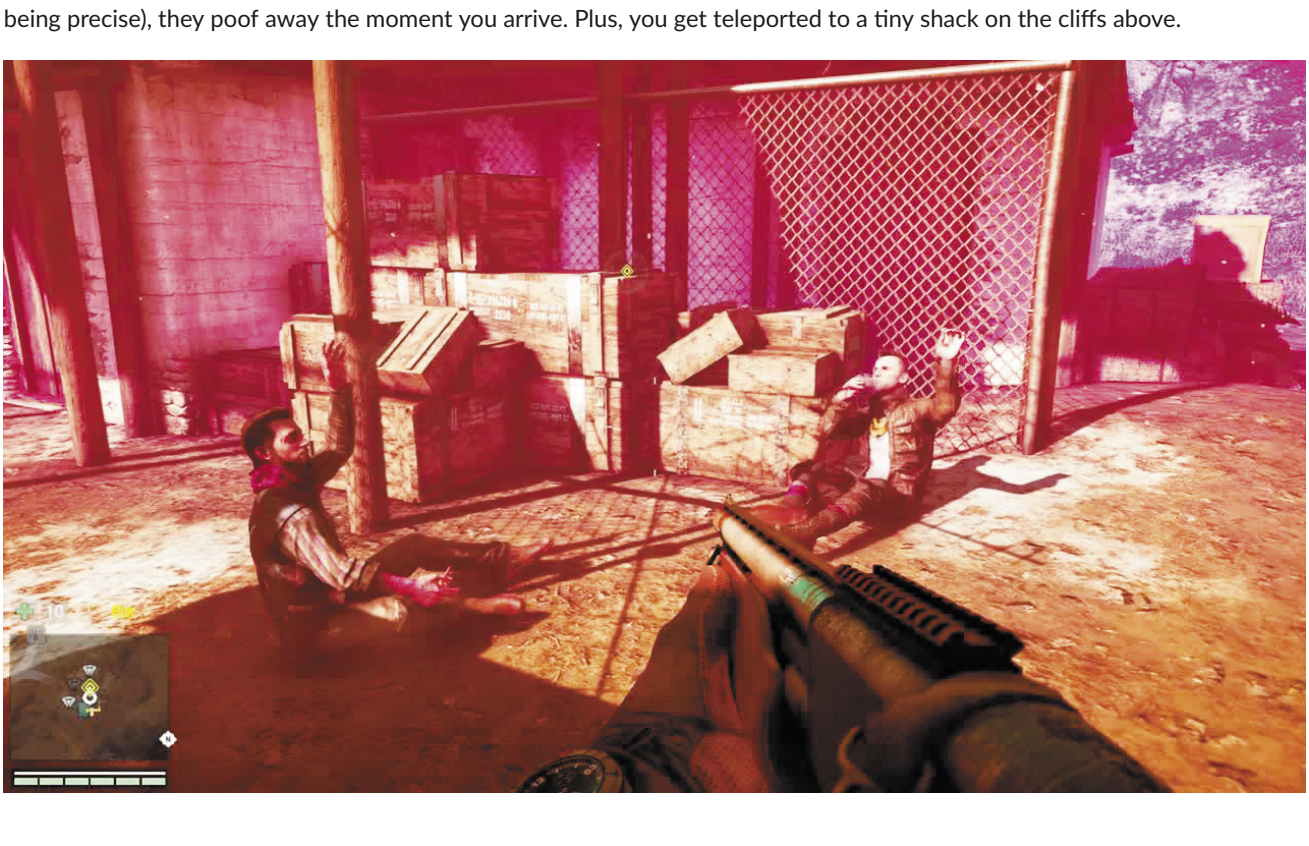
FLY OR DIE TRYING



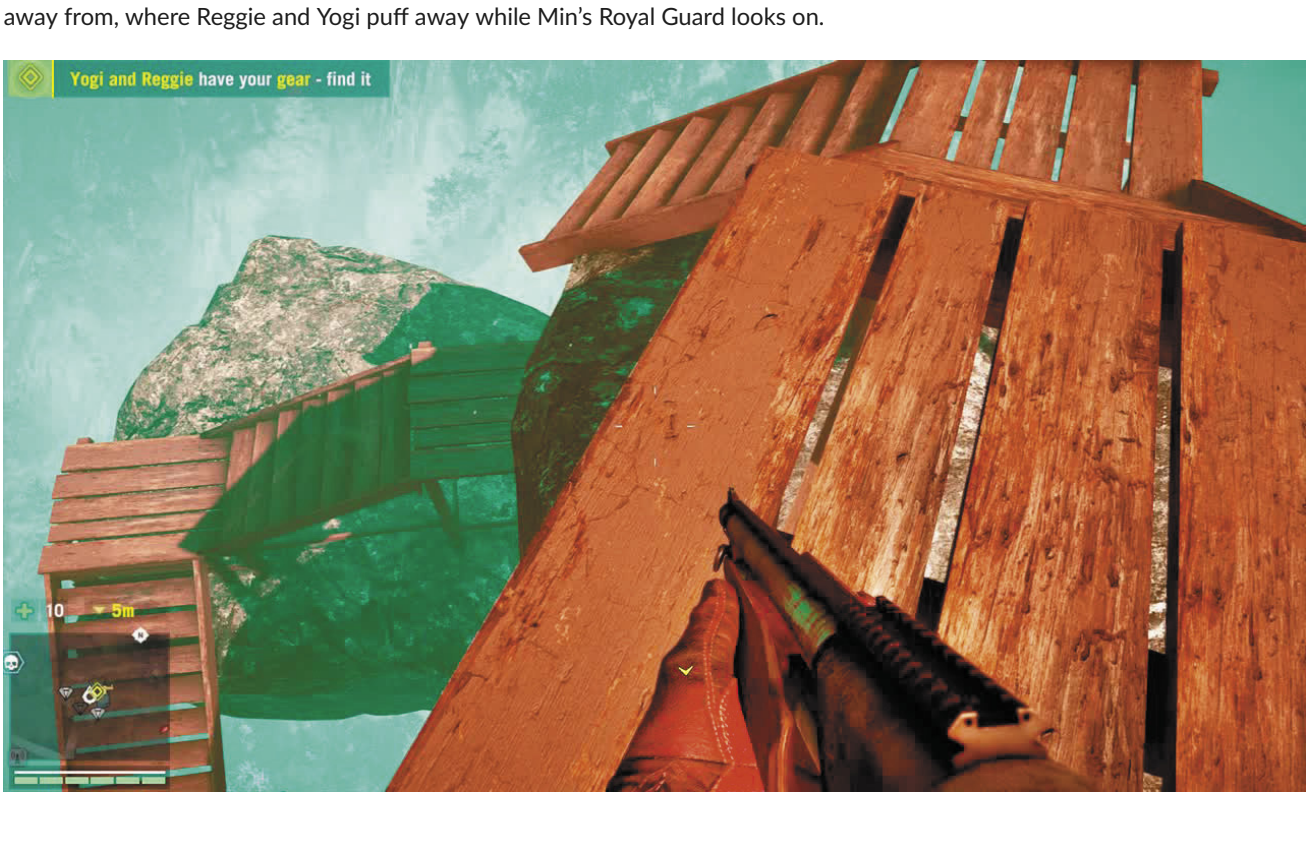
In typical Reggie and Yogi fashion, this quest begins with you in mortal peril. Luckily, this is another neon-disco-fever dream, so the lake below is just enough to keep you from having to change your job title to "red smear on the landscape".



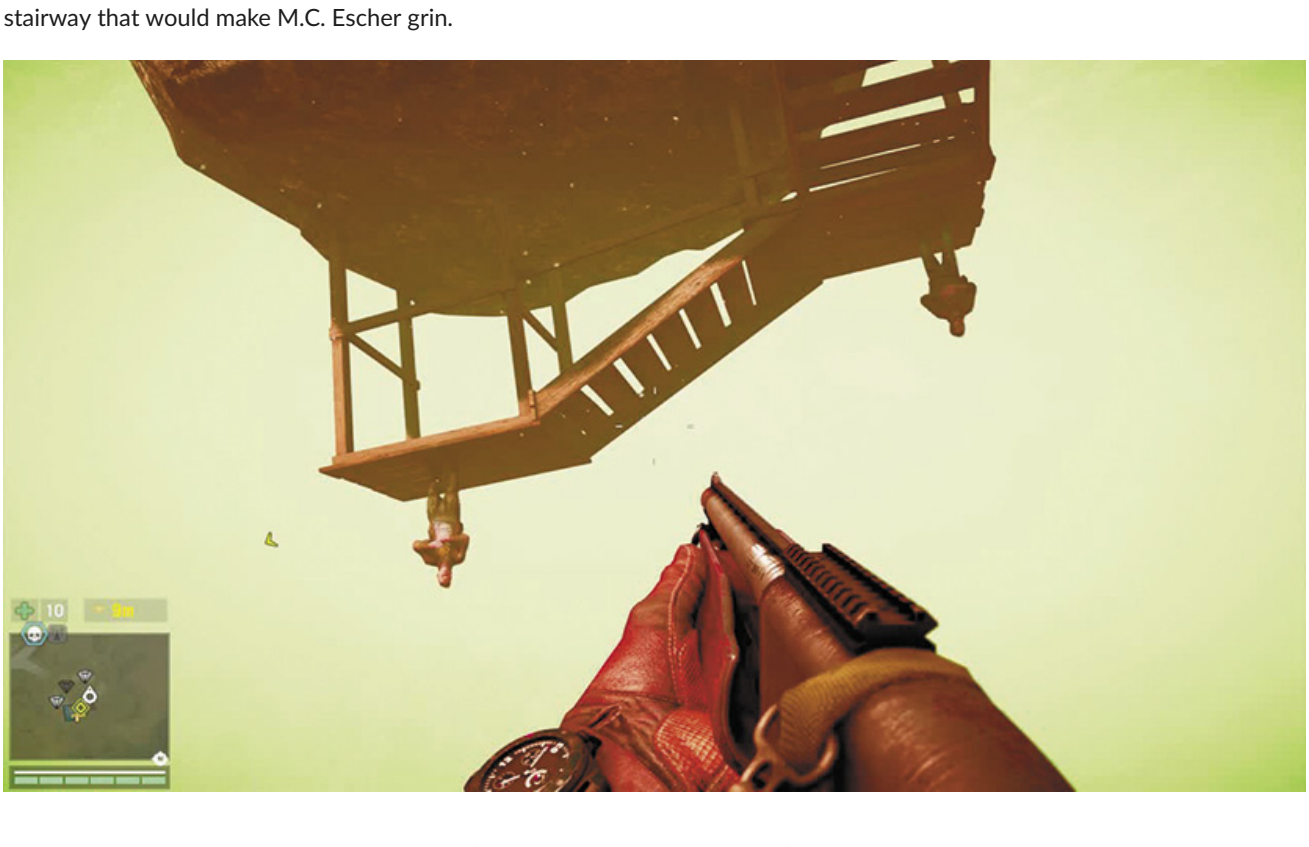
Back on dry land, the quest marker will lead to a cluster of abandoned buildings. Grab the gun from the corpse in the yard and climb the overhang to find imaginary Reggie and Yogi inside a small, second-story room. Naturally (or unnaturally, if we're being precise), they poof away the moment you arrive. Plus, you get teleported to a tiny shack on the cliffs above.



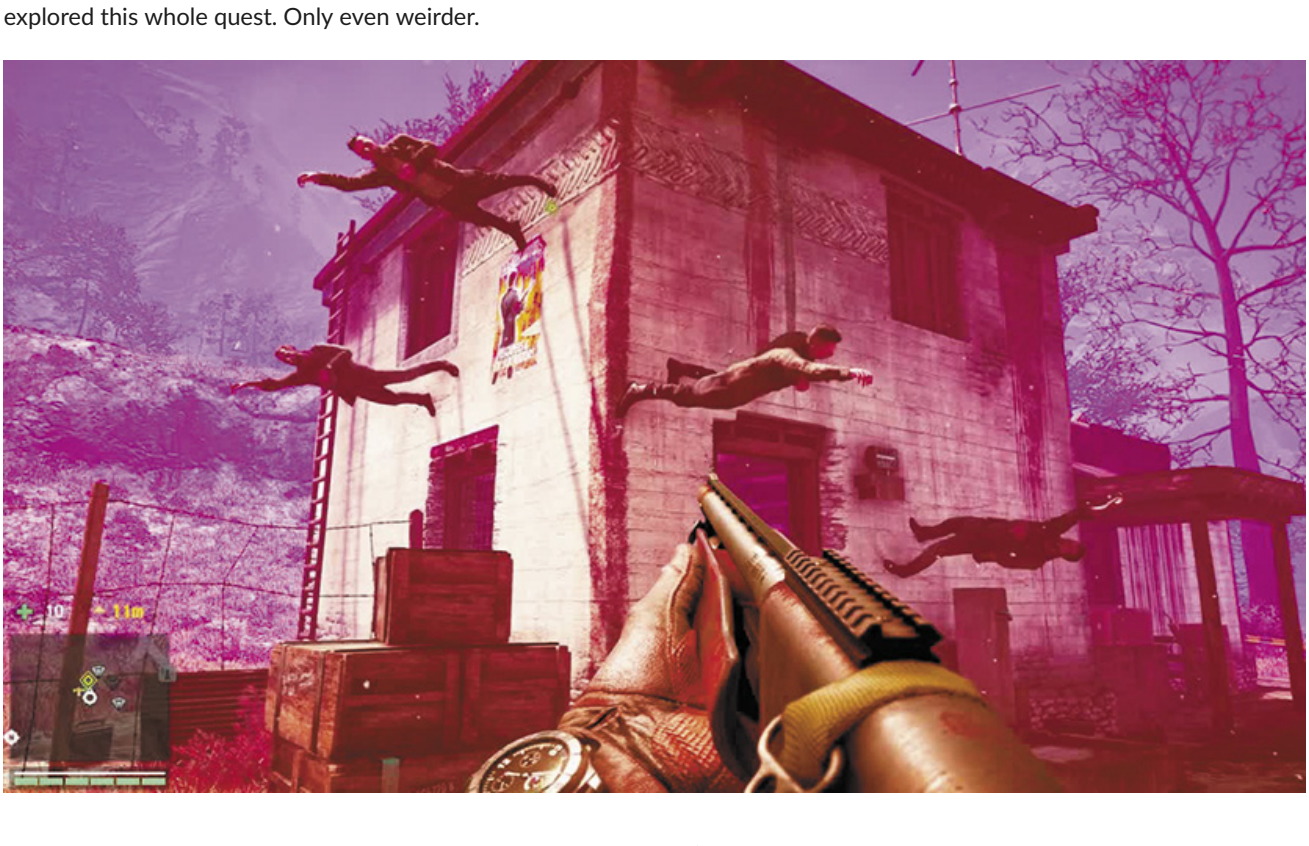
Slide and grapple back down to Earth and the new checkpoint, which is actually the same compound you just teleported away from, where Reggie and Yogi puff away while Min's Royal Guard looks on.



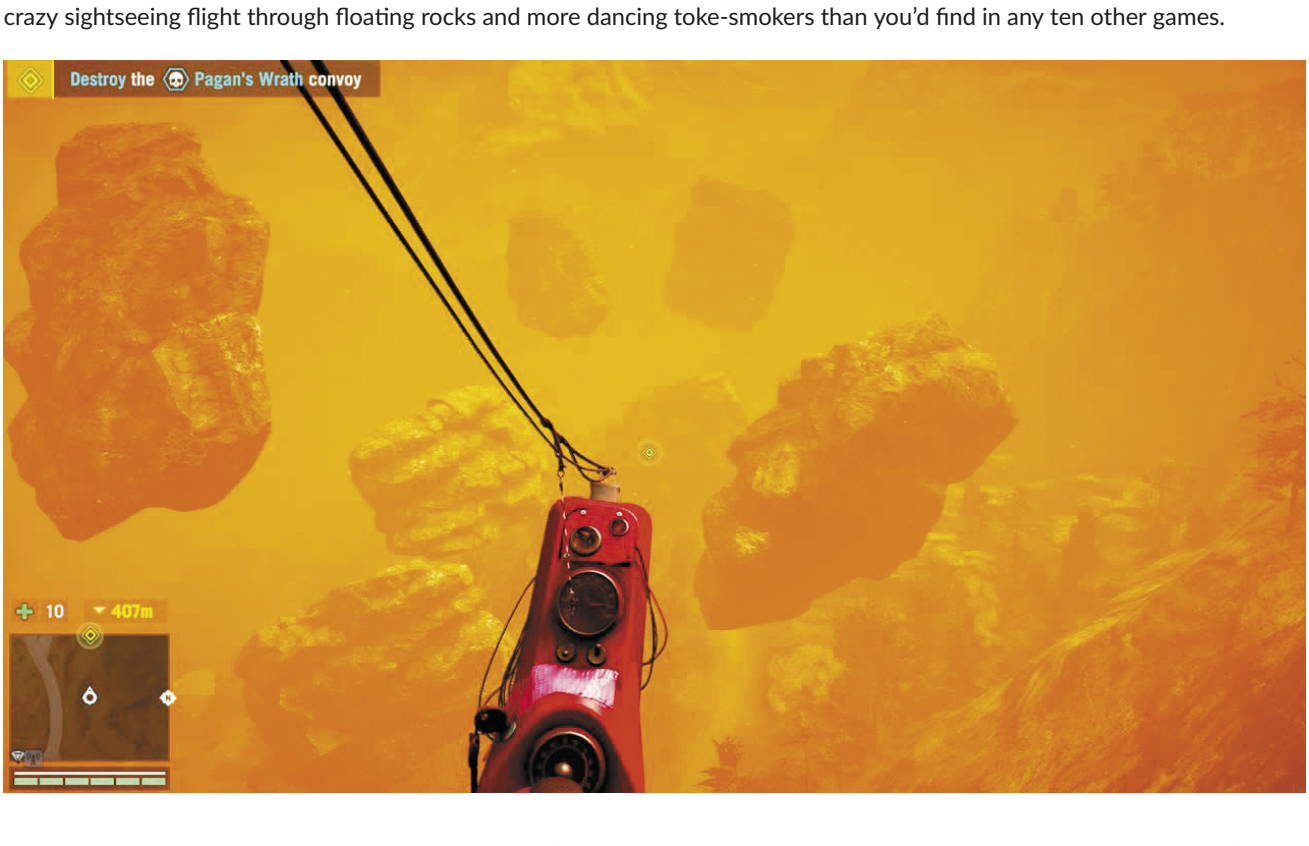
Take out the soldiers and approach Reggie and Yogi to trigger another double-teleport. This one leaves you in a cage, with a snow leopard on the other side. Kick your way out and head into the main house, where you'll be teleported to a new stairway that would make M.C. Escher grin.



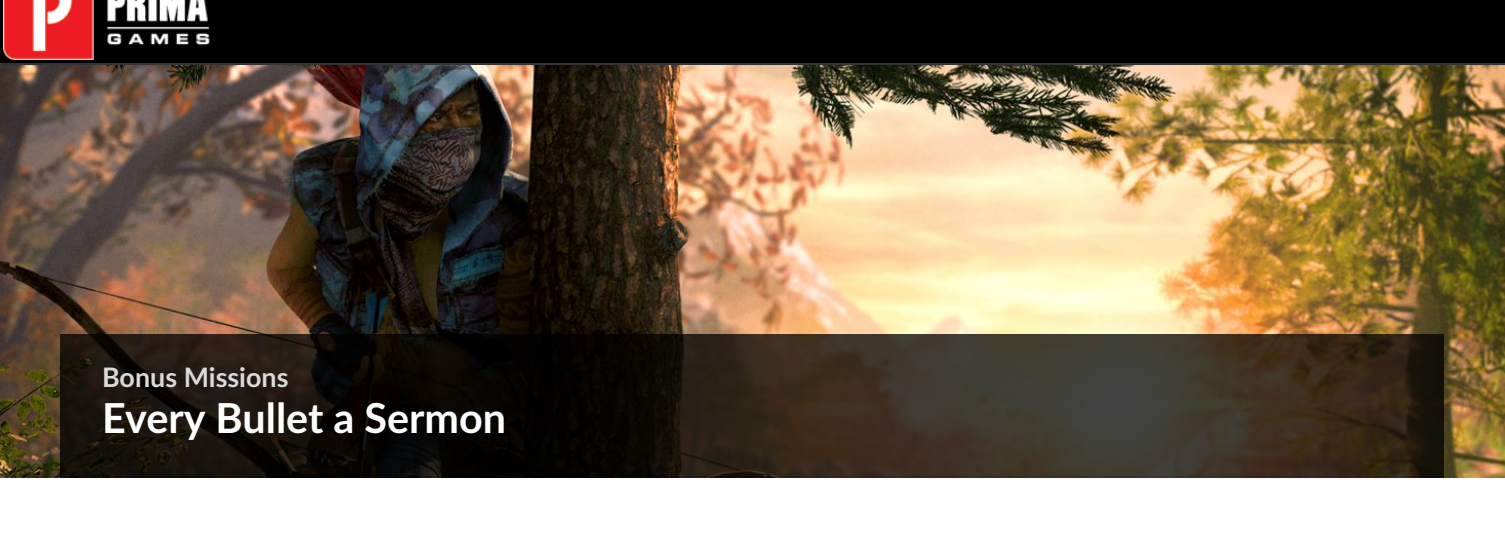
Follow the stairs down as far as you can. Don't worry when you fall off. You'll land softly back on terra firma, where your new checkpoint should come into view. It should also look familiar, considering it's the same collection of buildings you've explored this whole quest. Only even weirder.



Take the steps and ledges behind the house to the roof, where you'll find a buzzer. Climb aboard, captain. Get ready for a crazy sightseeing flight through floating rocks and more dancing toke-smokers than you'd find in any ten other games.



At the landing marker, step through the door and you'll be greeted by the real Reggie and Yogi, who are so pleased you've lived through all of their experiments that they reward you with a gift.



Bonus Missions

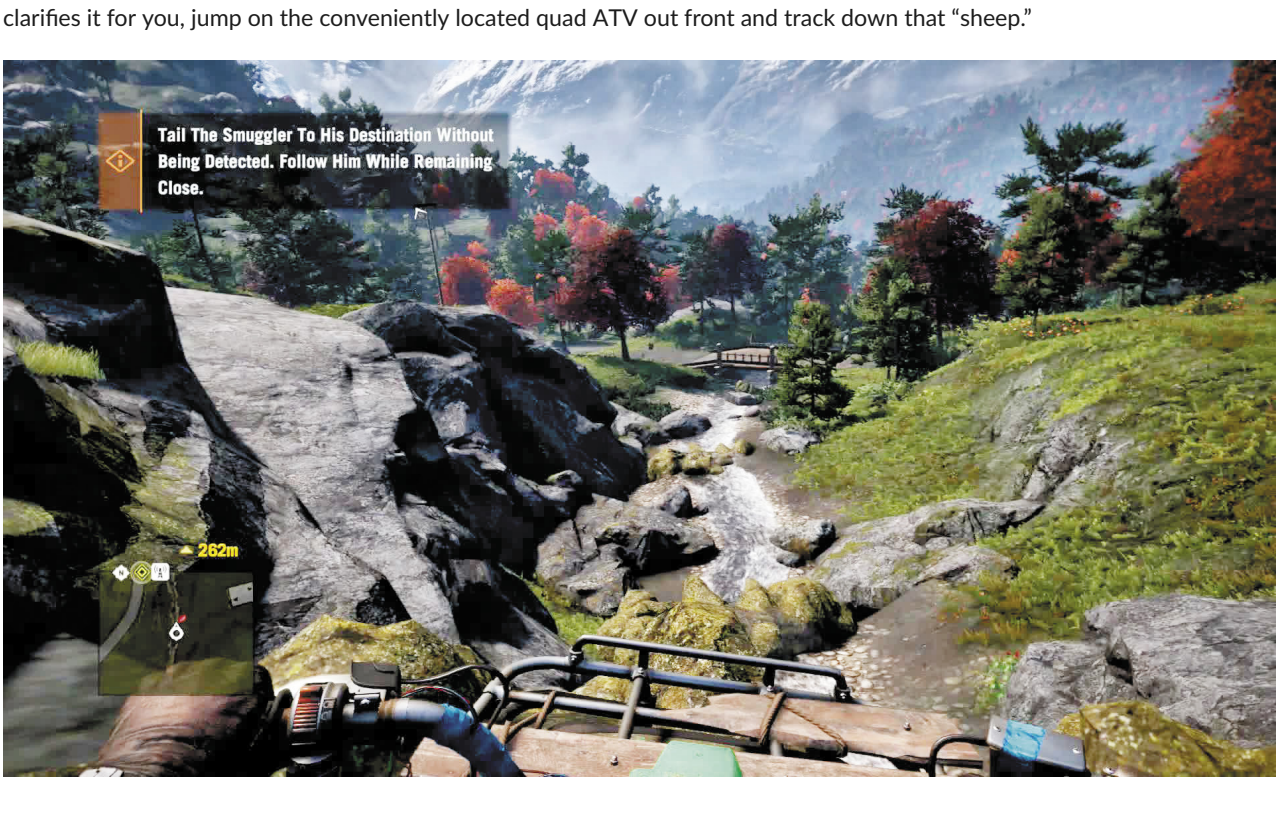
Every Bullet a Sermon

A SHORT HUNT

It's been a while since you've heard anybody quote scripture while pointing an AK47 at your head. Why not go see what Longinus wants?

It seems he needs you to help him atone for his sins. Specifically, you'll need to find a "lost sheep", follow it to a "vault", and bring whatever you find in that vault back to Longinus.

It's always a bit of a challenge to filter the assignment from the sermon with this guy, so you'll be forgiven if you don't immediately realize he's telling you to follow a smuggler back to his hideout without getting caught. Once the quest text clarifies it for you, jump on the conveniently located quad ATV out front and track down that "sheep."


Tail The Smuggler To His Destination Without Being Detected. Follow Him While Remaining Close.
262m

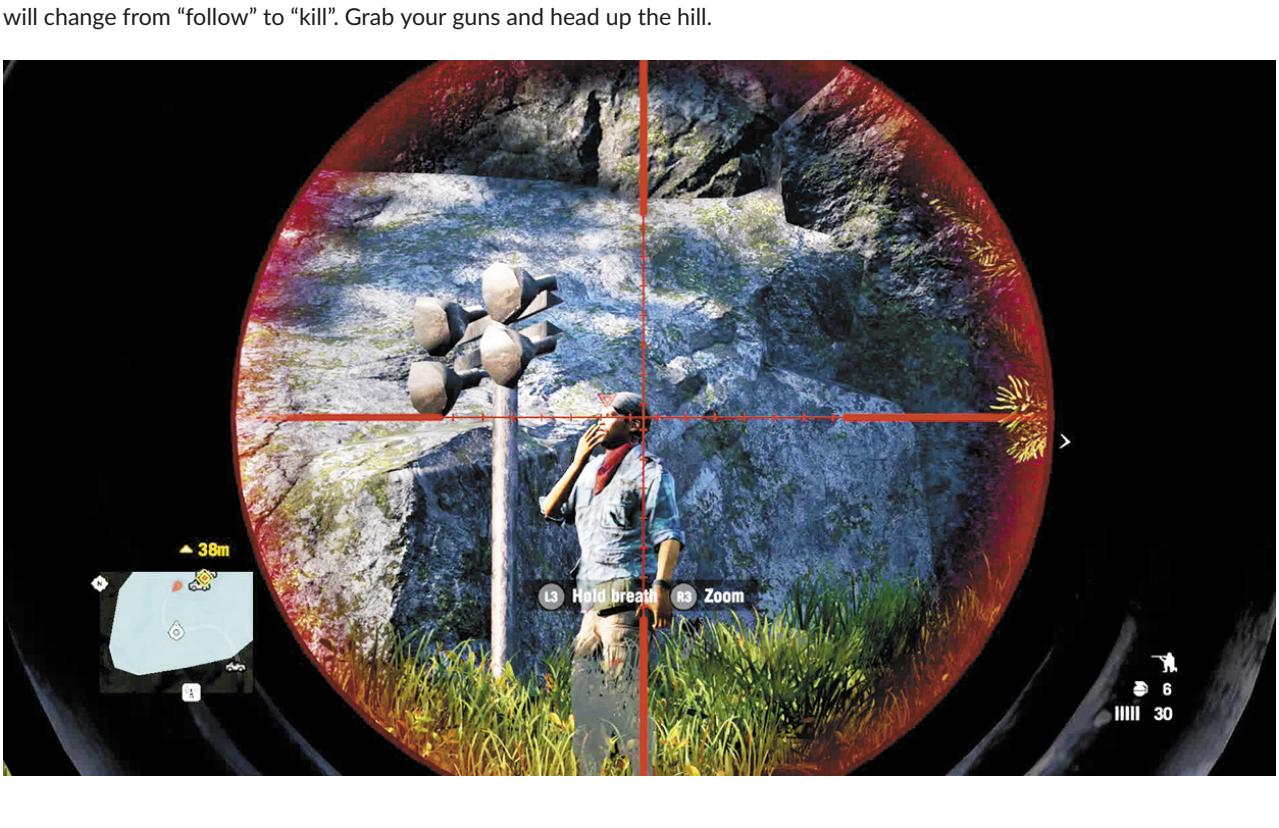
Sure, the quad eats terrain like this for breakfast. But there's a road, like, TEN FEET to your left.

When you reach the quest marker, you'll see the smuggler drive by, trailed by a truckload of lackeys. Follow him. He sticks to the roads, so you can switch to the spare truck to tail him if you don't want to stay on the quad. Whatever you decide, just stick to the usual, "not too close, not too far" strategy (80–100 meters seems to work just fine) and he'll be none the wiser.

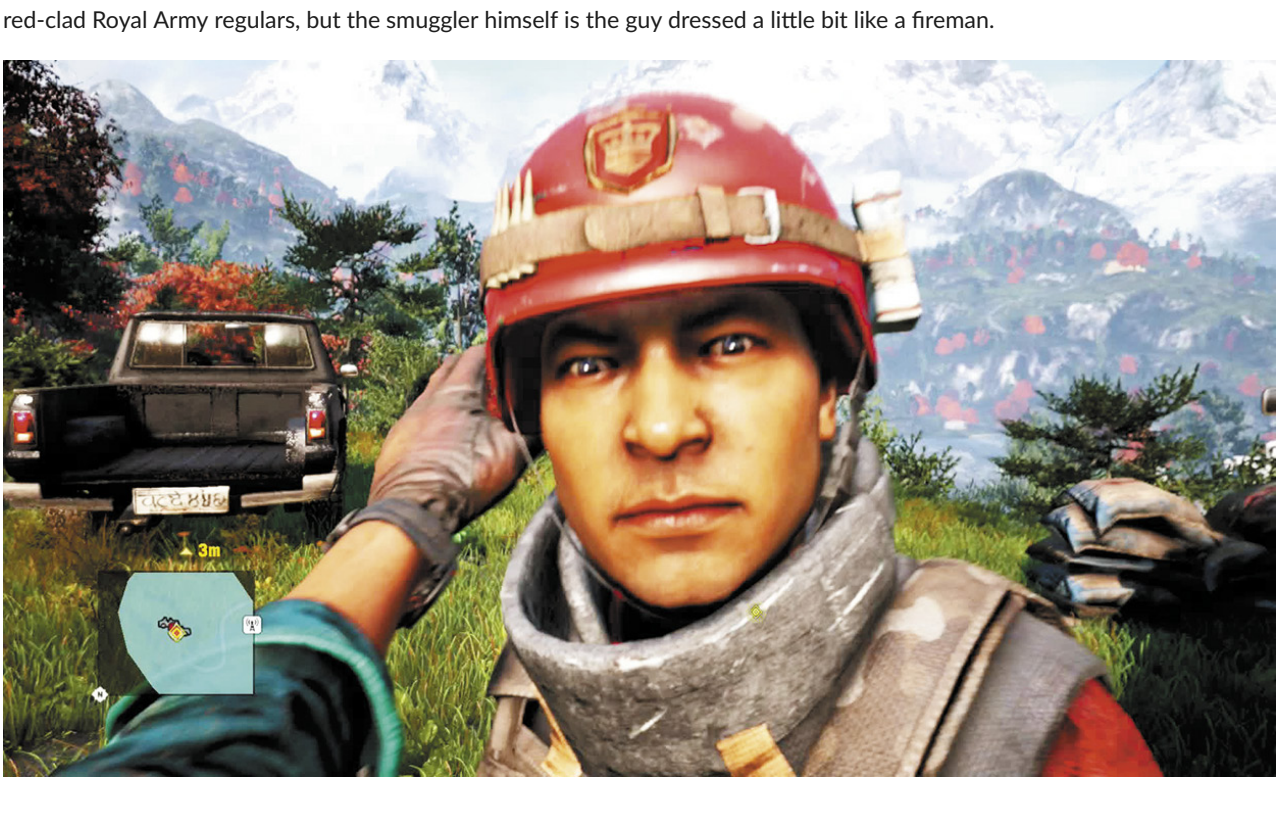
NOTE

If you do get sighted, don't worry. The quest isn't over. But your quarry will drive faster and the soldiers at their lair will prepare for your arrival.

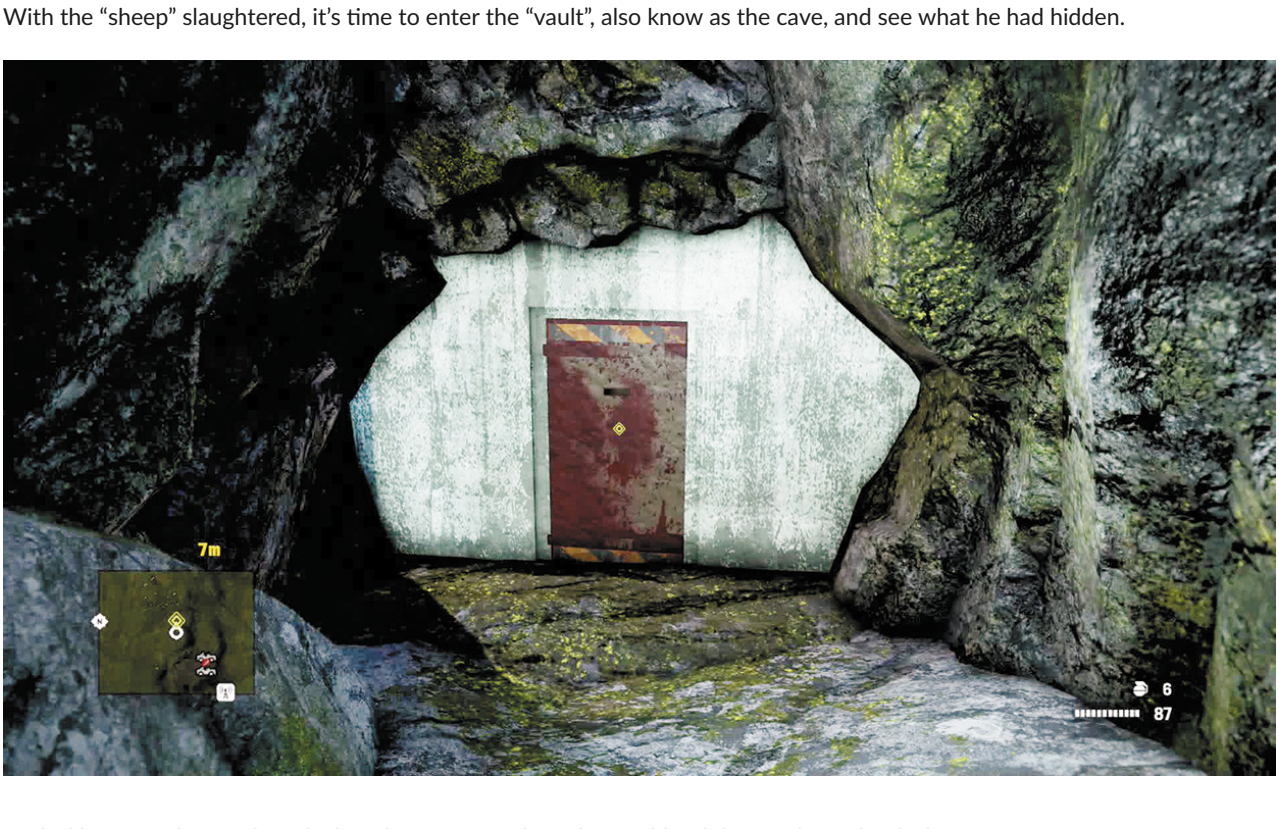
When the smuggler pulls to a stop at the "vantage point" (a sort of scenic overlook with a cave behind it), your assignment will change from "follow" to "kill". Grab your guns and head up the hill.



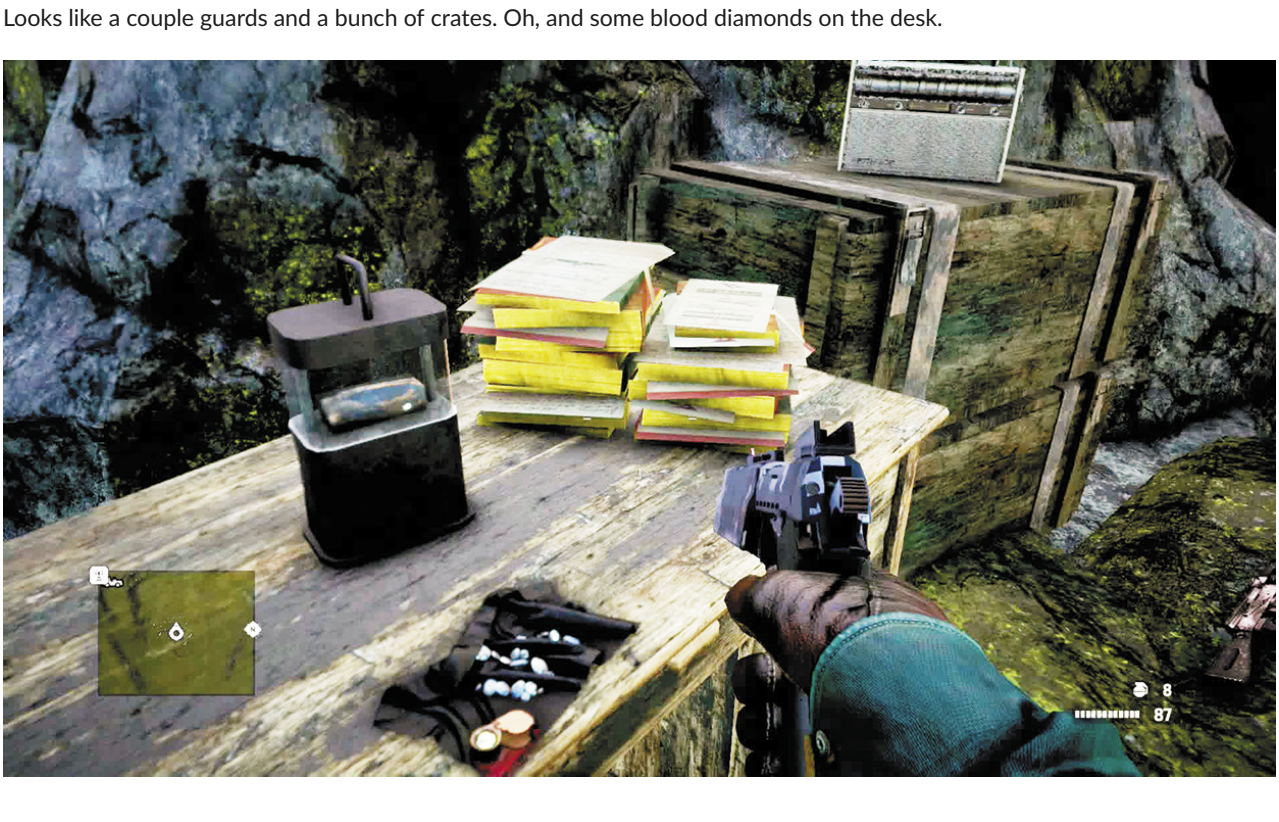
Two quick tips for the upcoming fight: First, stealth isn't really necessary here, because the half dozen or so enemies you'll encounter can't call for reinforcements or kill hostages or anything like that. Second, most of those enemies are gray-and-red-clad Royal Army regulars, but the smuggler himself is the guy dressed a little bit like a fireman.



With the "sheep" slaughtered, it's time to enter the "vault", also know as the cave, and see what he had hidden.



Looks like a couple guards and a bunch of crates. Oh, and some blood diamonds on the desk.

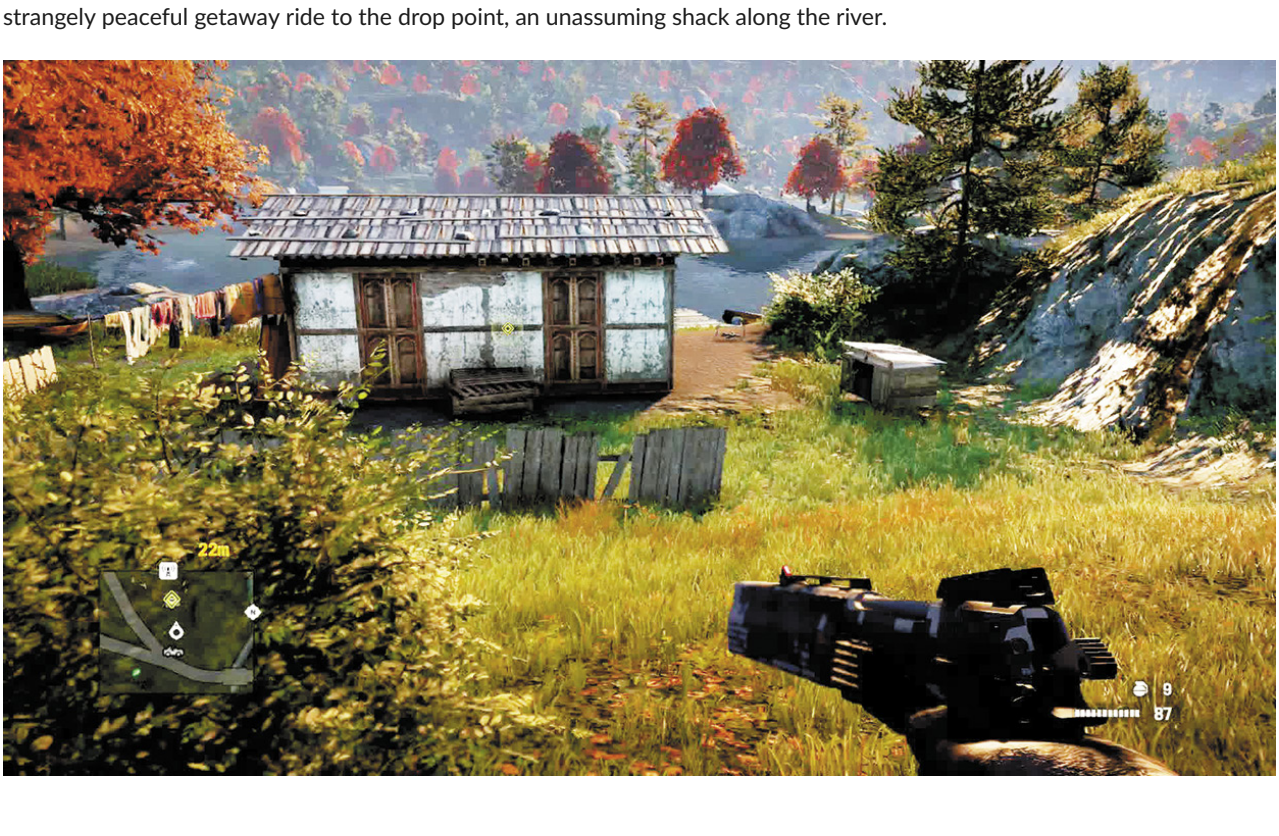


TIP

If you haven't picked up a recurve bow yet, you can snag one for free from one of the crates in the vault.

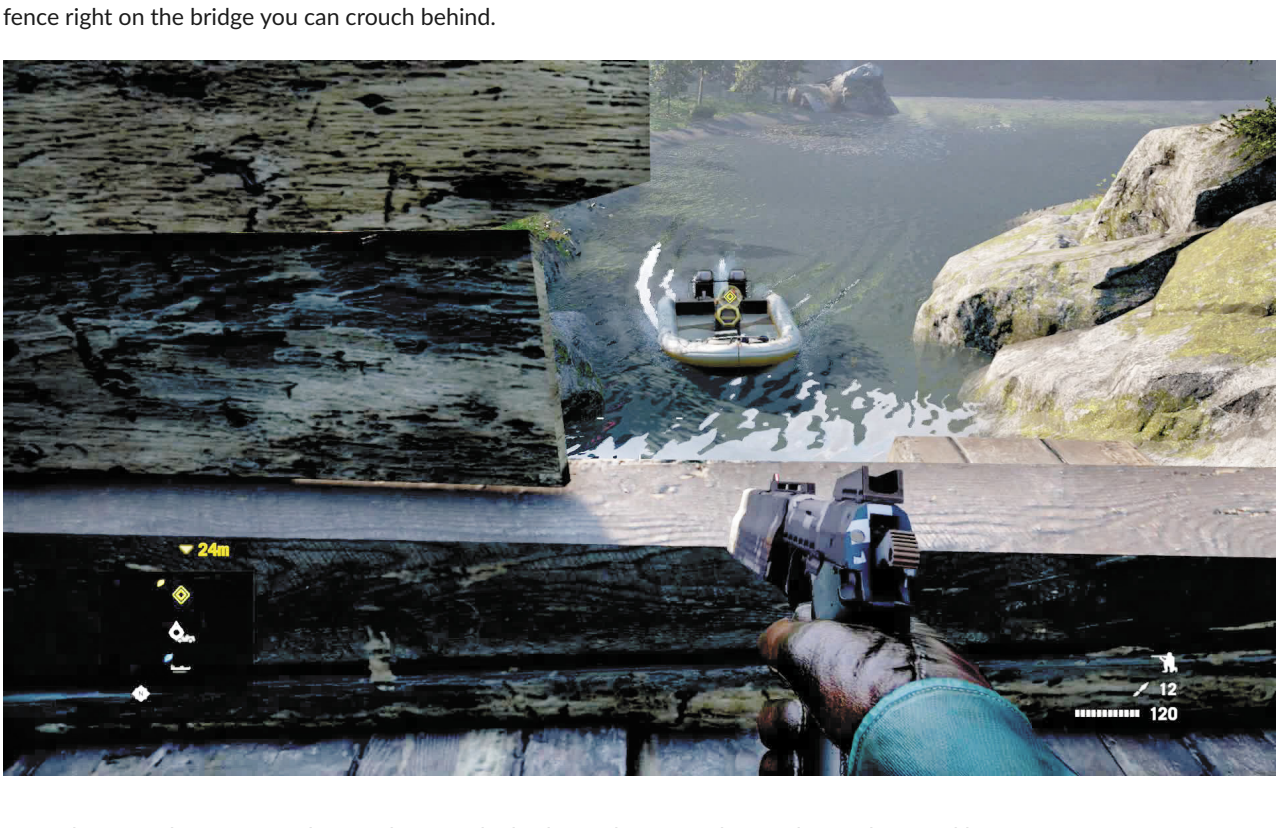
Grab the diamonds and head back outside, where more soldiers await. Take them down any way you like (sniping from the cave is a good way to start), then borrow one of their trucks to make your escape.

Despite the quest briefing, you're not actually going back to Longinus's hilltop tent. Instead, you'll take the diamonds on a strangely peaceful getaway ride to the drop point, an unassuming shack along the river.

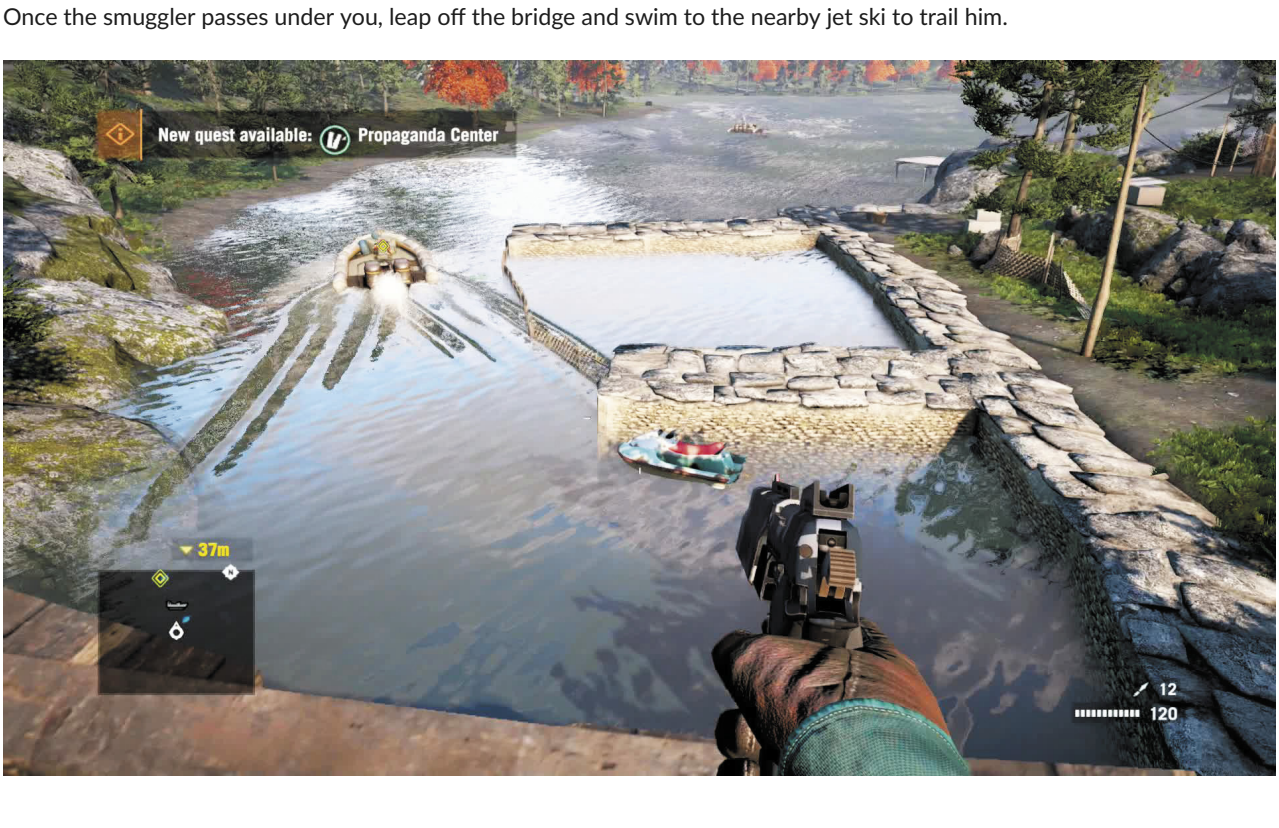


RECOMPENSE

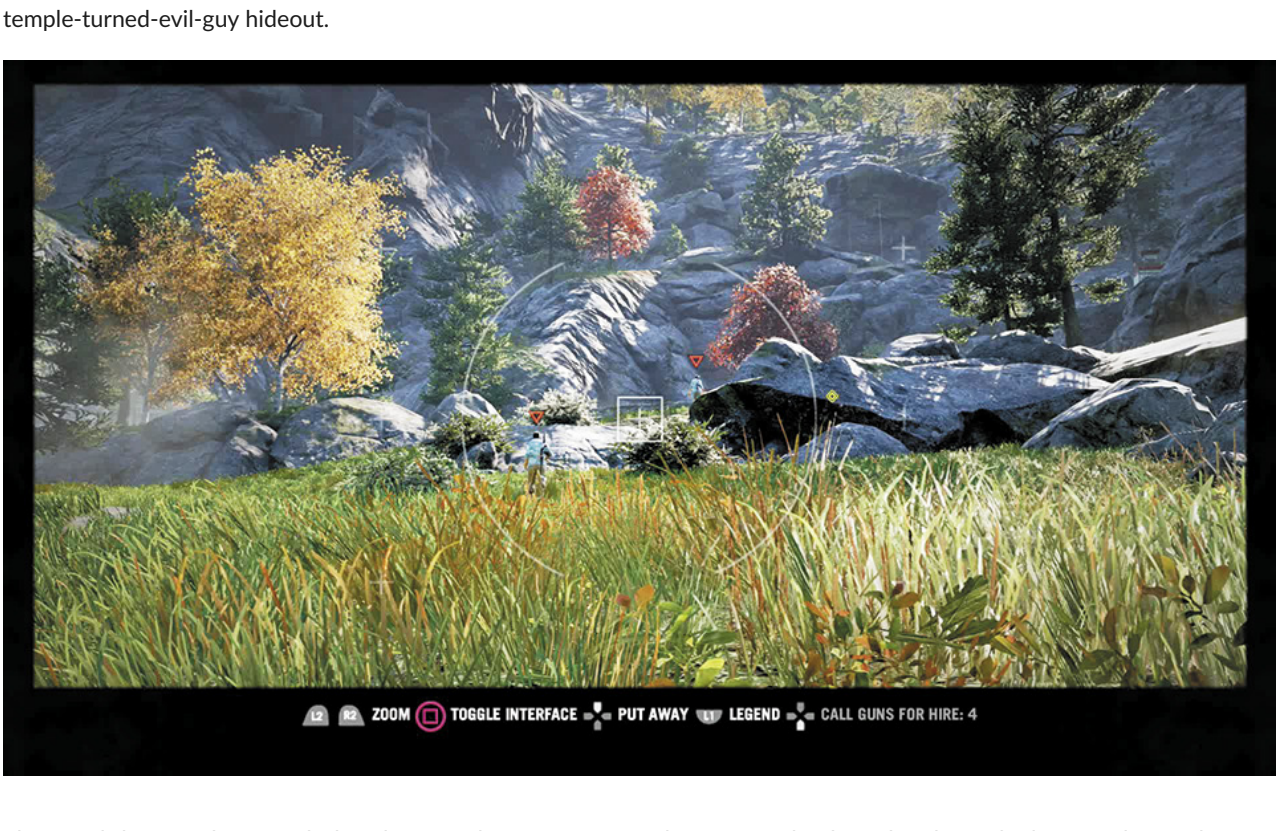
Another lost sheep to track down, snuff, and loot. Okay, we're getting the swing of things now. This time, the quest marker will put you in the middle of a bridge and tell you to stay hidden as the smuggler passes underneath in a RHIB. There's a fence right on the bridge you can crouch behind.



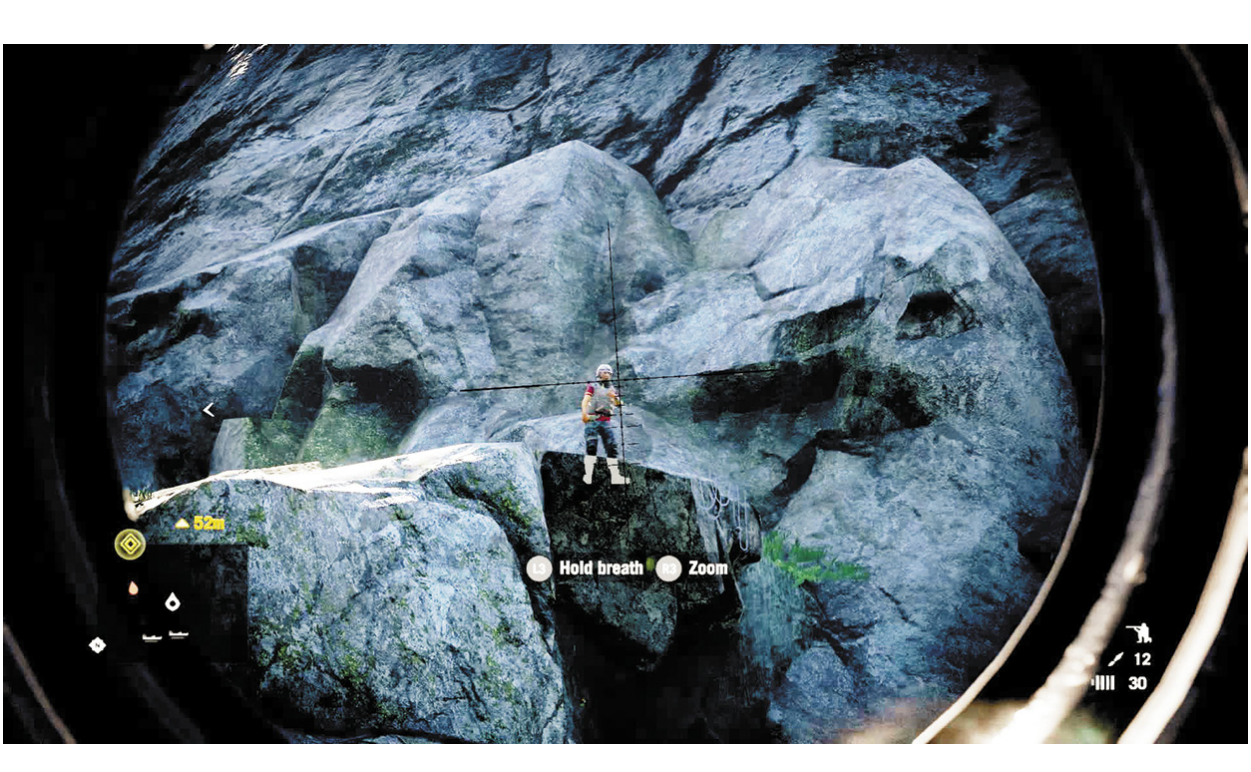
Once the smuggler passes under you, leap off the bridge and swim to the nearby jet ski to trail him.



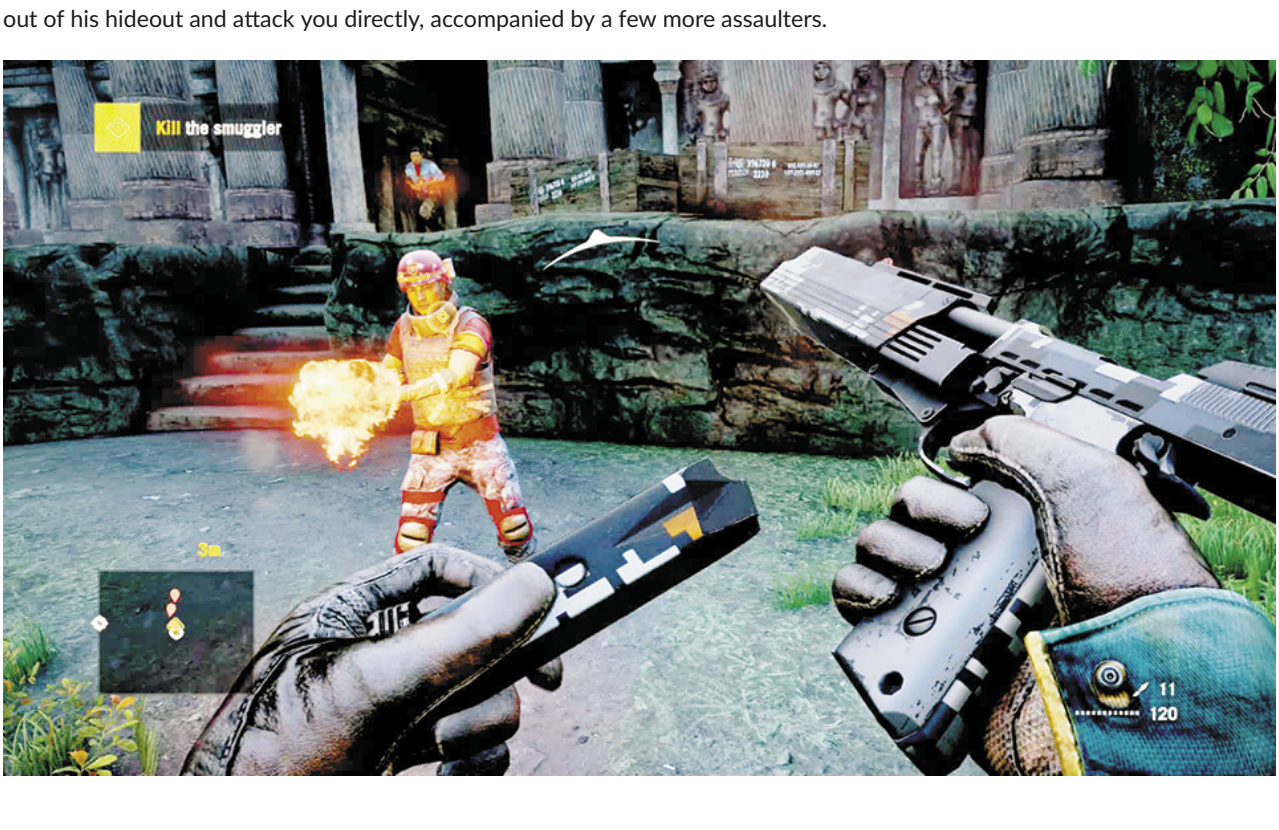
Keep your distance. You won't miss a thing if you hang back 100 meters or so. When he pulls over, do the same and follow him up the hill. You'll reach a rocky slope with a smattering of soldiers spread across it, which leads to a pretty cool cave-temple-turned-evil-guy hideout.



The guards here go down easily, but the smoothest strategy may be to snipe the defender playing lookout on the southwest corner, then charge the rest. If you move swiftly, you can wipe most of them out before they even get a shot off.

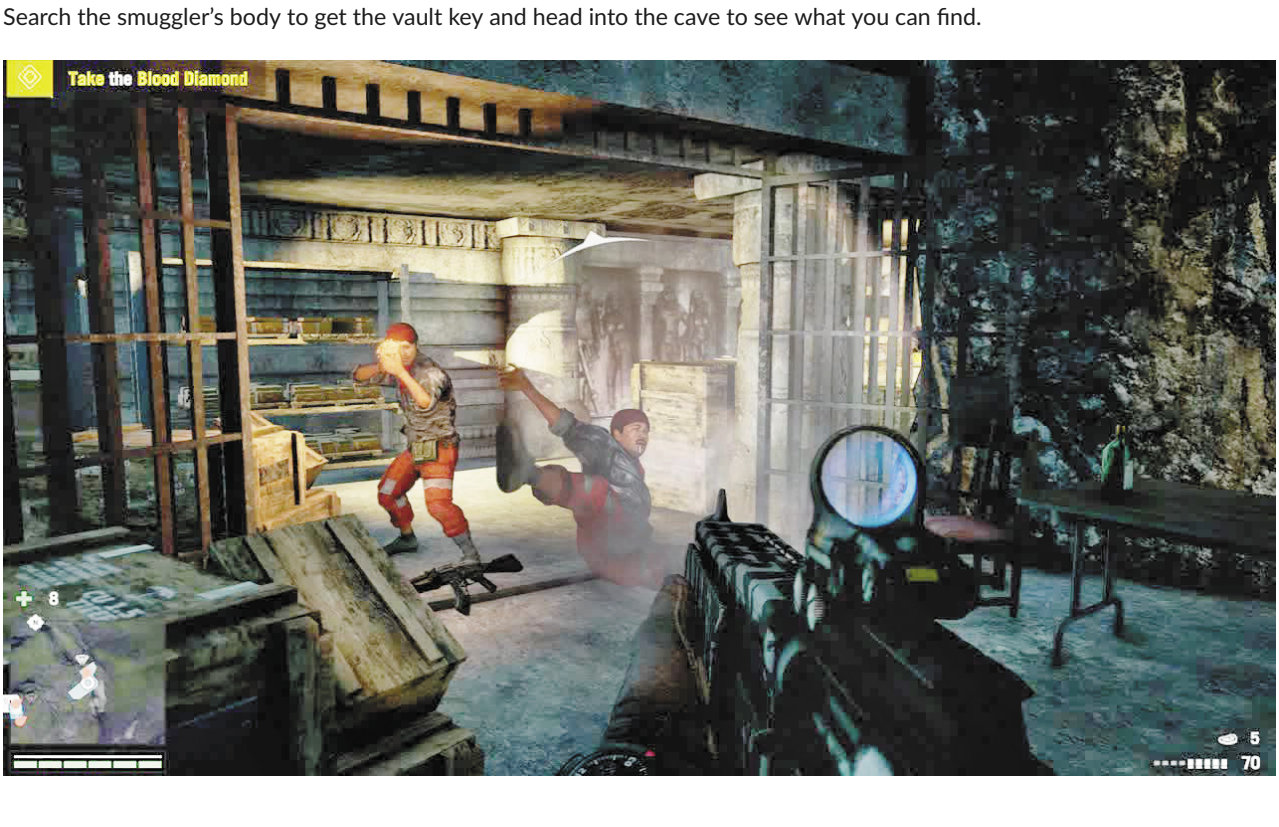


At this point, there's a decent chance the smuggler (if he's still alive) will actually make the very bad career choice to charge out of his hideout and attack you directly, accompanied by a few more assaulters.

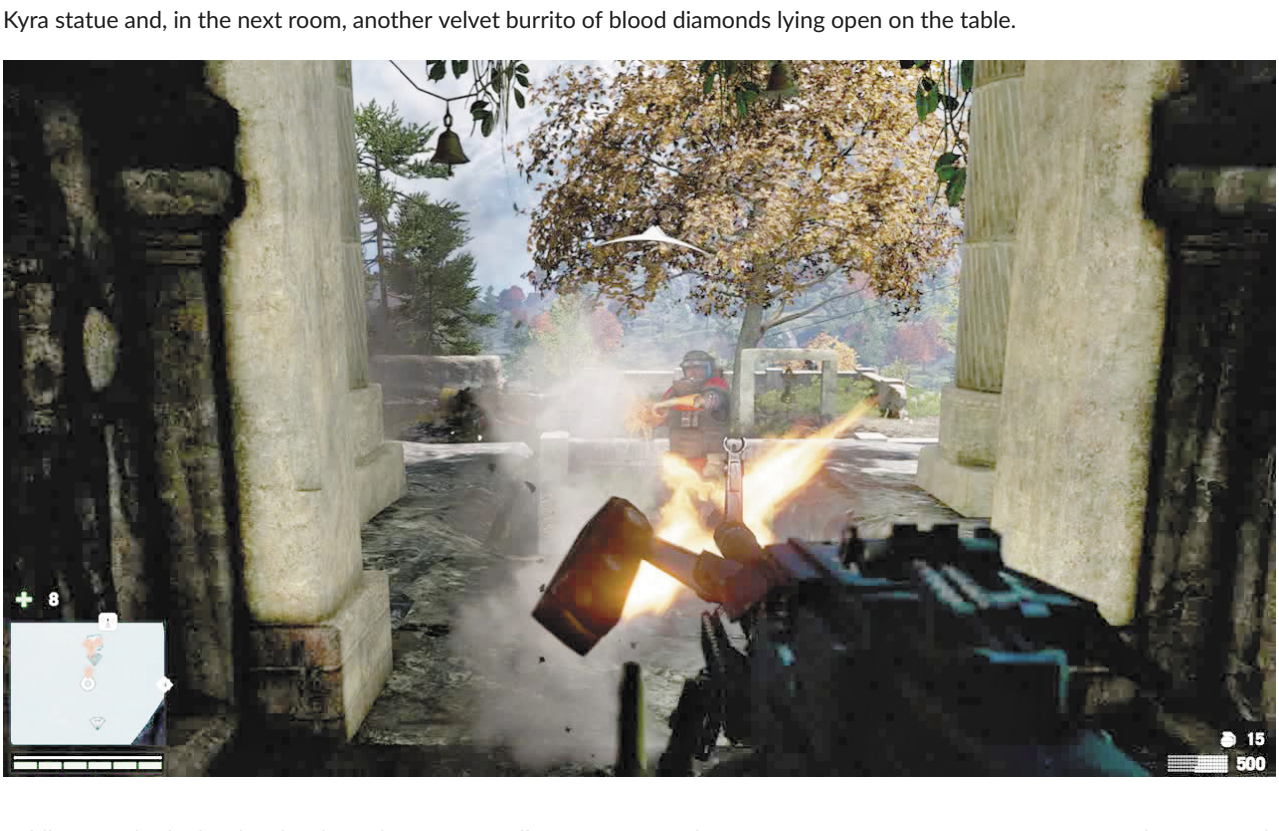


Easy pickings.

Search the smuggler's body to get the vault key and head into the cave to see what you can find.



Behind the locked vault door, you'll be met by a few more guards—note the explosive tanks in the room—as well as a lovely Kyra statue and, in the next room, another velvet burrito of blood diamonds lying open on the table.



Oddly enough, the hardest battle of the quest is still to come. As with your previous assignment, reinforcements have arrived, and they're much tougher than the area's original force. You can still take them, but you may wish to soften them up with a few grenades thrown from inside the tunnel.

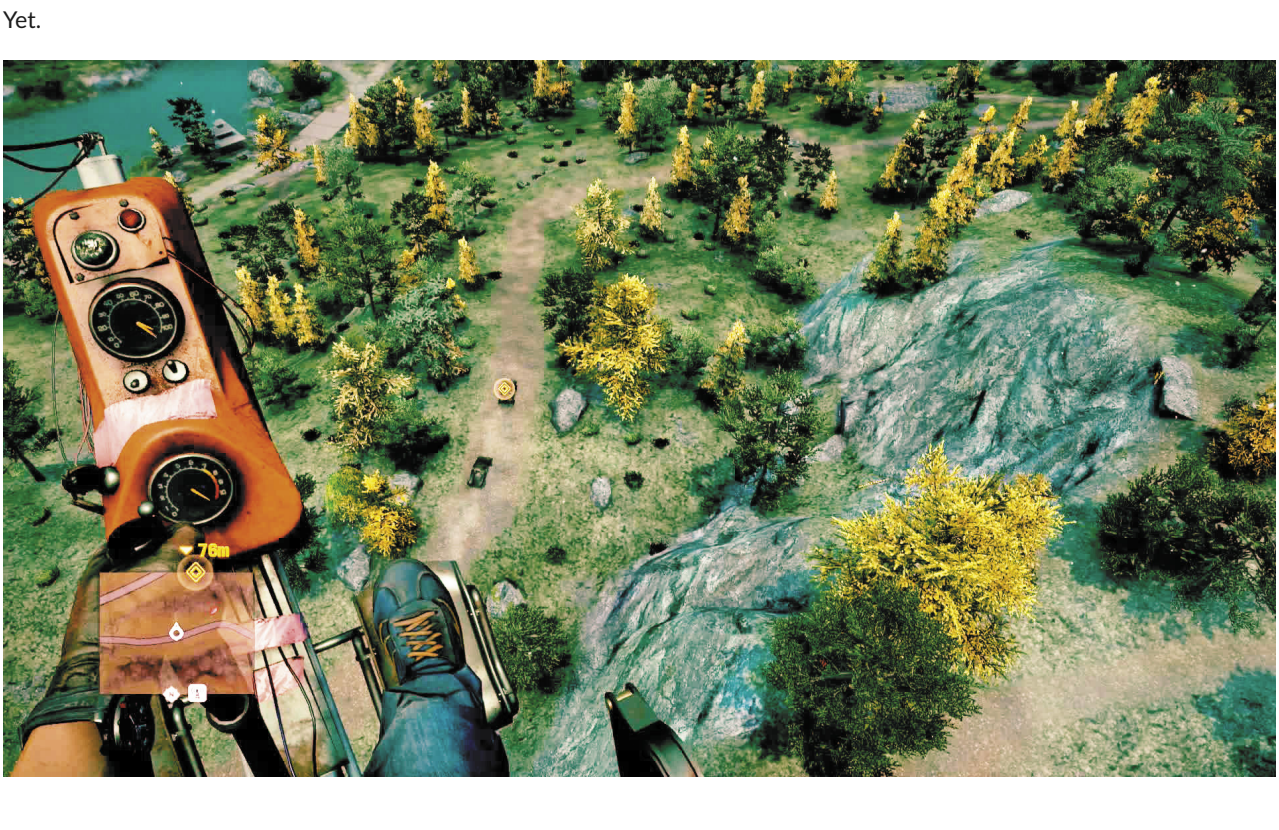
TIP

If you didn't blow them up on your way in, you should also see some explosive barrels against the stone wall out here. Might come in handy.

Once that's done, all that's left is to jump on your jet ski (or the smuggler's RHIB, if you prefer) and take a short and peaceful voyage across the water to the drop point. Mission accomplished.

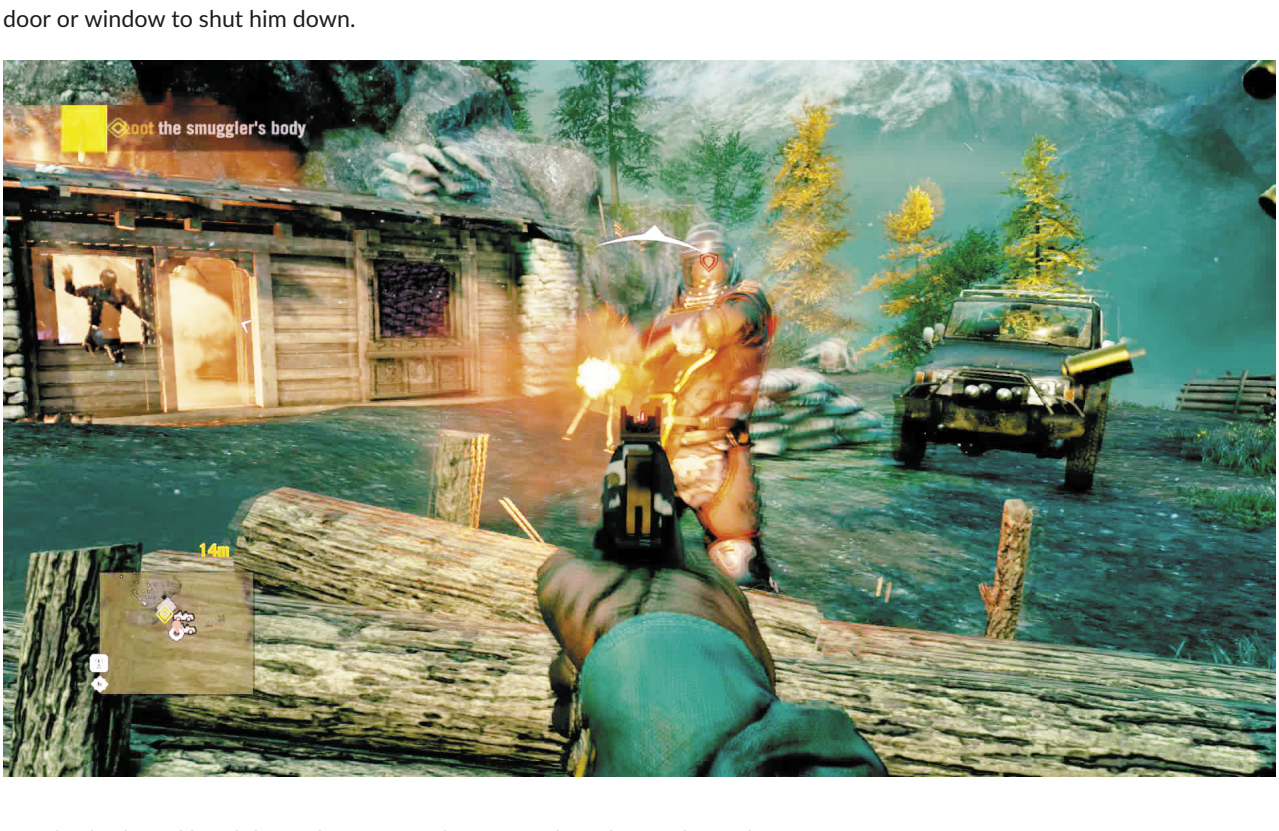
A HIGH PRICE

Same basic procedure as before, but this time the quest marker sends you to a cliffside overlook with a buzzard nearby. That's a little too convenient to be coincidence, isn't it? Sure enough, a two-car convoy will roll by on the road below. Hop in the buzzard and give chase—but again, keep your distance. No swooping in and pounding them with a grenade launcher. Yet.



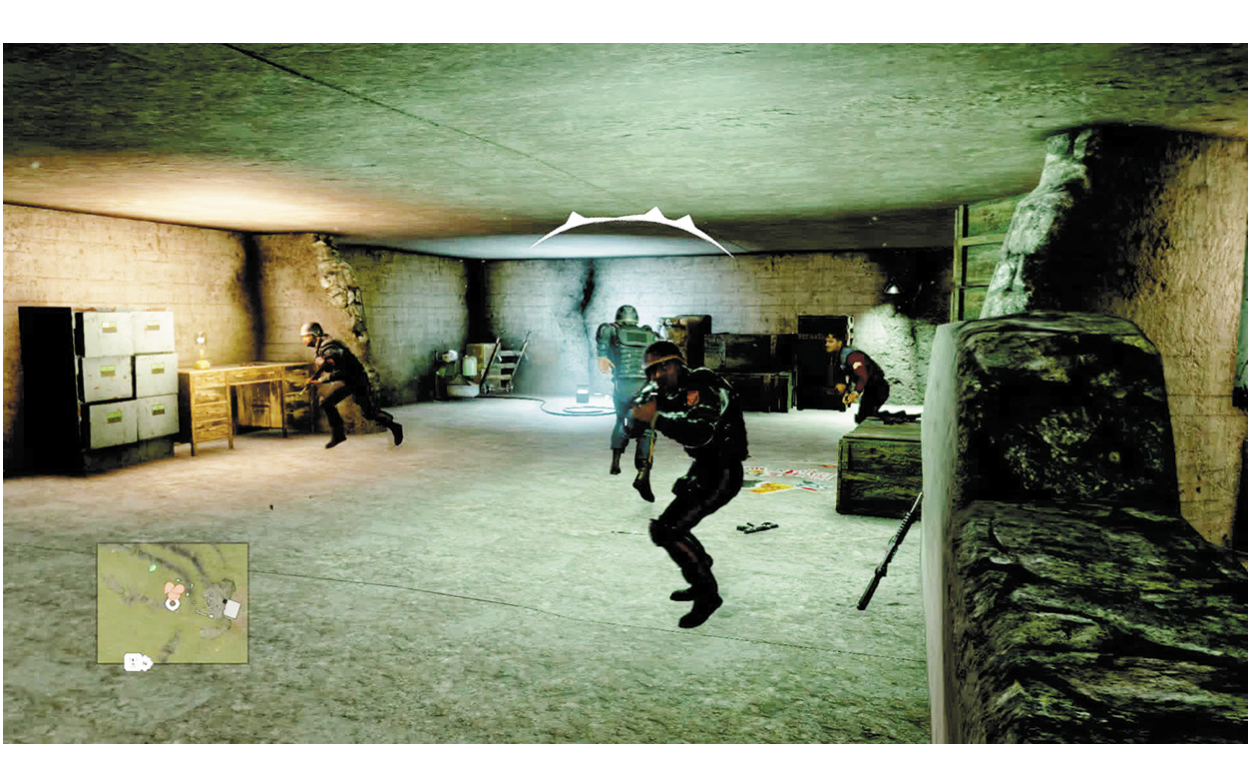
The cars will come to rest atop a gentle hill with a little cabin on top. *Now* you can thump 'em with grenades from above. Or, you know, land and do it the old-fashioned way.

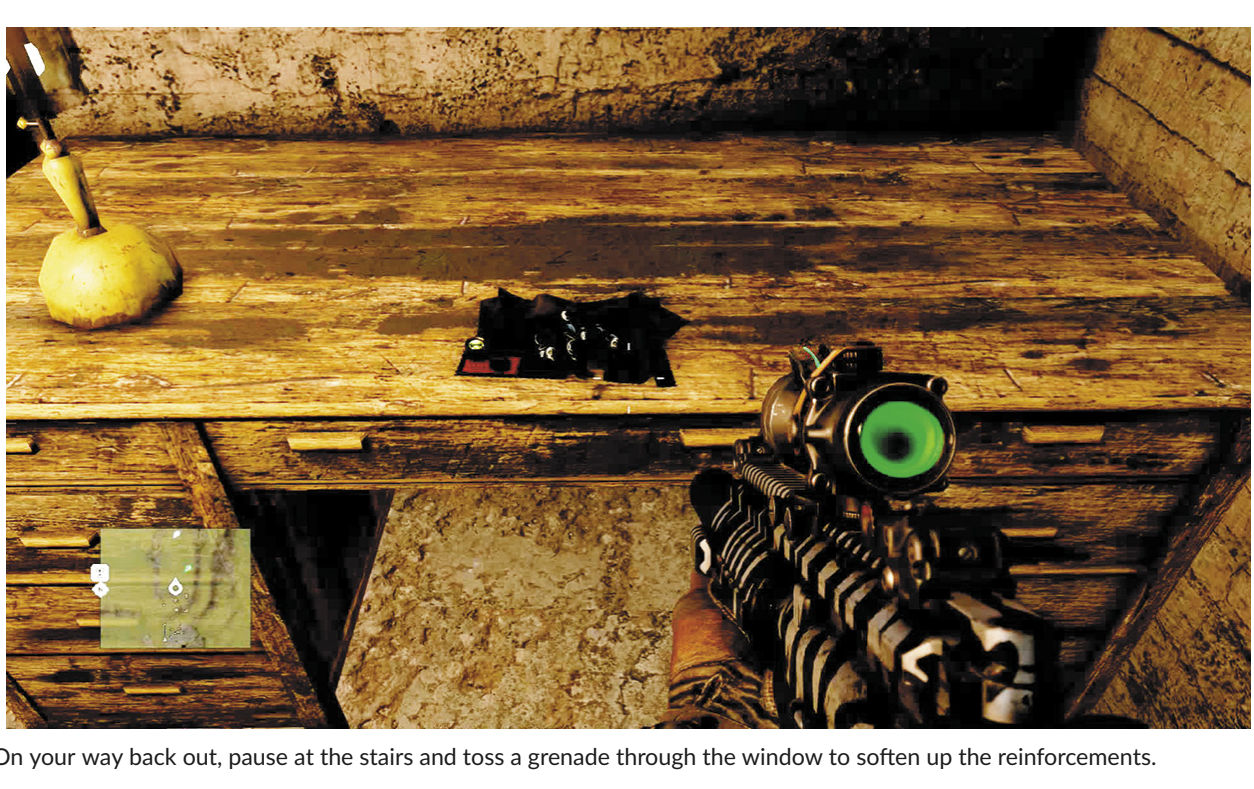
The enemies here include a sniper, so take him down first. The only possible threats among the remaining defenders are a heavy gunner and the smuggler himself, who will probably be hiding inside the cabin. If you can, huck a grenade through the door or window to shut him down.



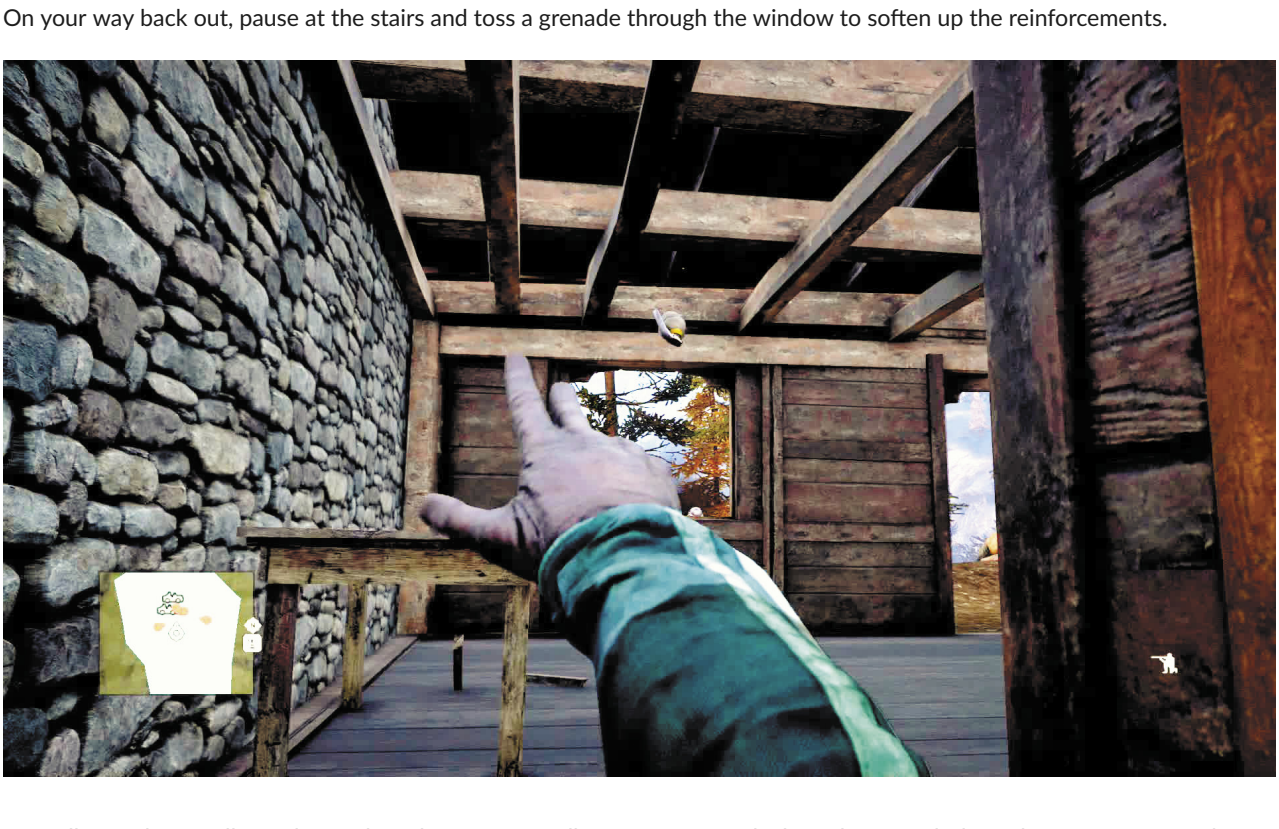
Loot his body and head down the stairs at the rear of the cabin to the cache.

The basement underneath is actually several times larger than the cabin above, and leads to a legit shootout with more than half a dozen Royal Guard troops. After mowing through them, you'll find the diamonds on a desk against the far wall.





On your way back out, pause at the stairs and toss a grenade through the window to soften up the reinforcements.



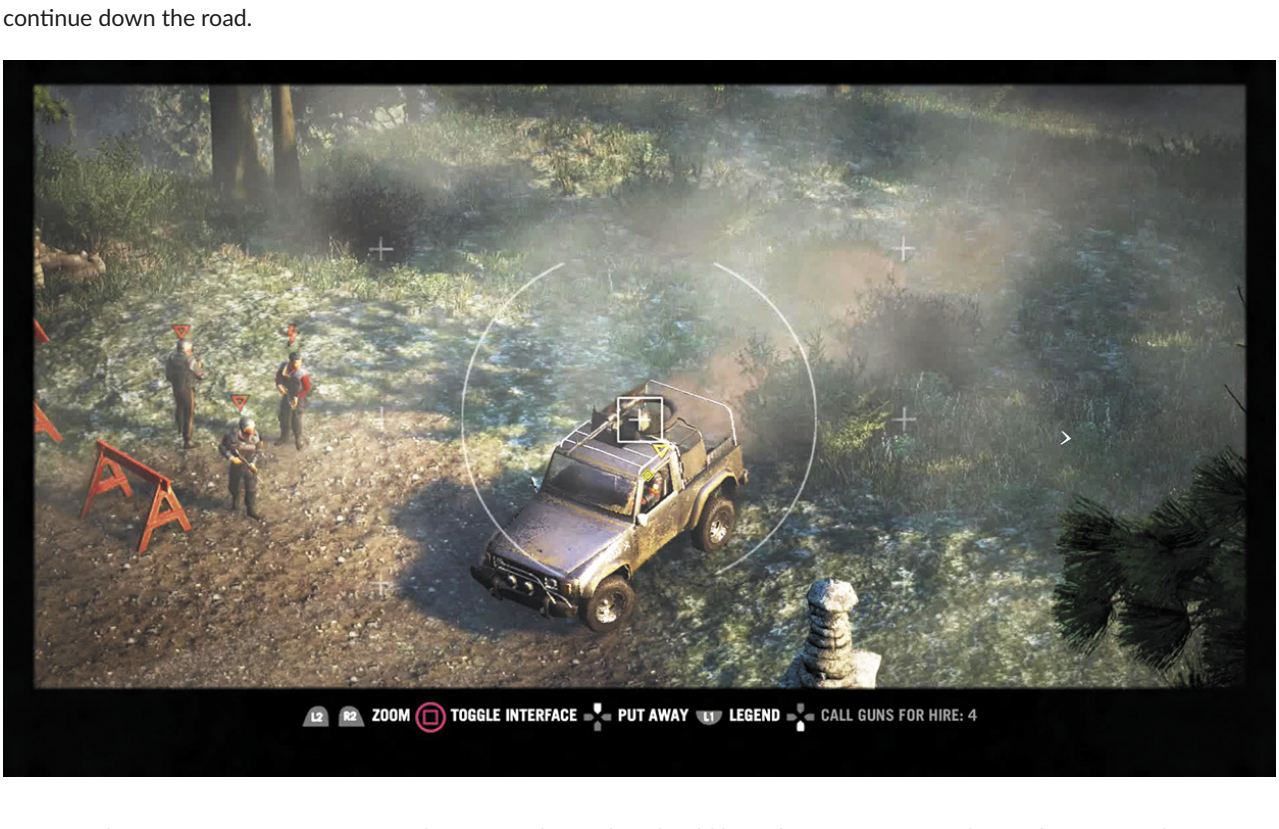
Regardless of how well you throw, the cabin offers excellent cover from which to clear a path through your enemies. When they're down, jog or fly to the dropoff box at the ominously named site, the Lagoon of Tears.

HOLD Interact

A FINAL PENANCE

Wow. What's scarier than a Bible-quoting arms dealer? How about a *sloshed* Bible-quoting arms dealer? Longinus doesn't so much give you this quest as he does collapse in a heap, but you pretty much know the drill by now.

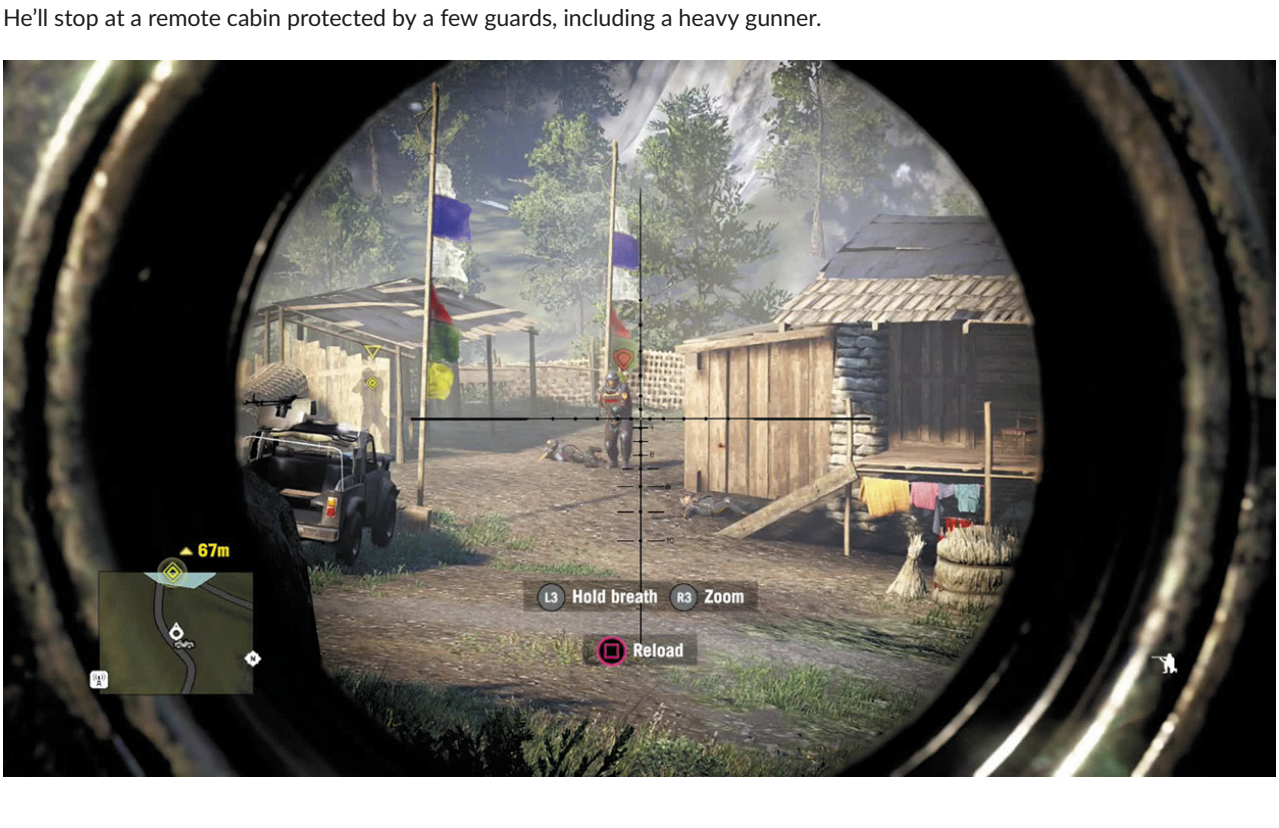
Jog over to the quest marker and use the grapple spot just to the east to reach the vantage point. You'll see two defenders and a charger standing near some sawhorses on a side road. The smuggler will pull up in a technical, pick up the charger, and continue down the road.



Now, you have options. You can jump in the unarmed jeep that should be right next to you on the road. You can take a buzzer, if you rode one to get here. Or you can run down the road on foot until you reach a guard post where a fully-armed technical is just waiting for you to steal it from its owners.

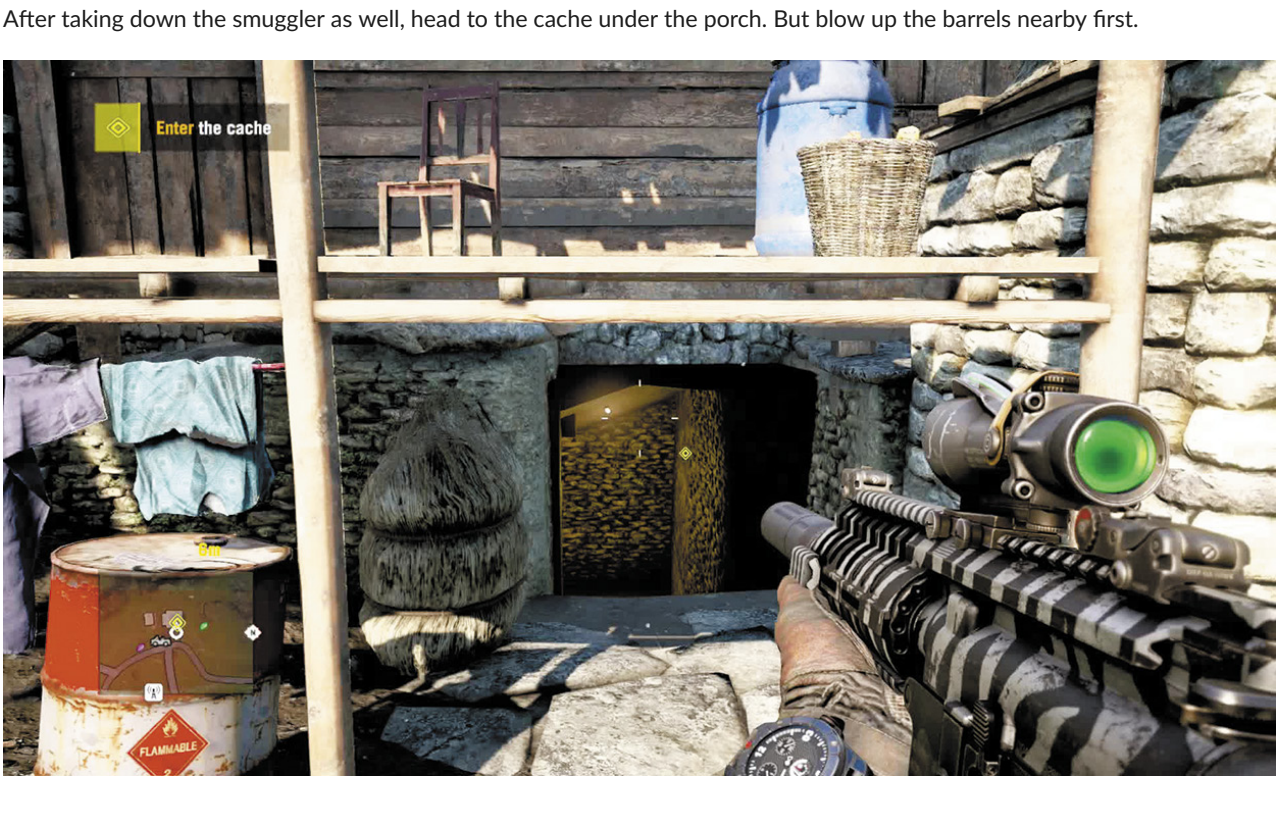
Whatever you do, get it done quickly so you can follow the smuggler's vehicle. Keep an eye on your mini-map as well, because he's going to turn off on a little mountain road near Shining Minds Reformatory and you don't want to miss the turn.

He'll stop at a remote cabin protected by a few guards, including a heavy gunner.

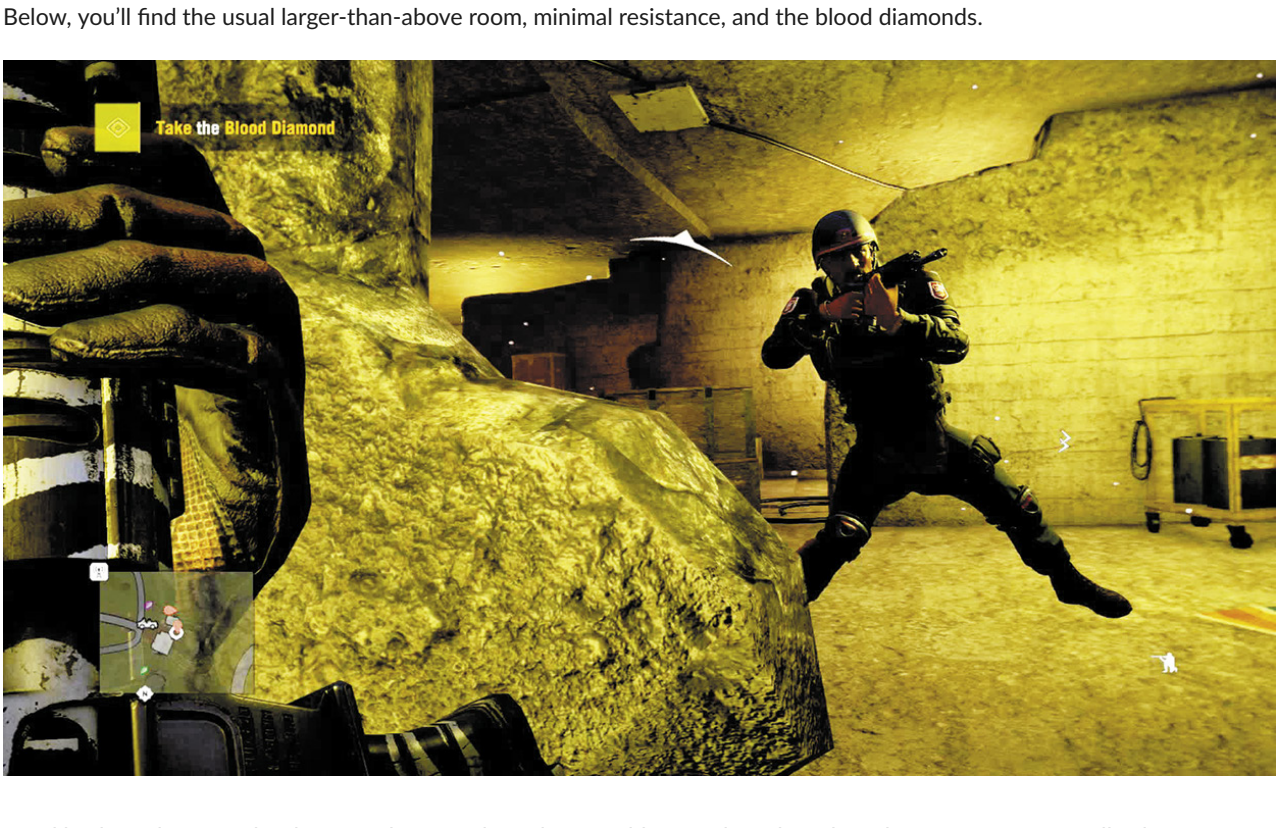


Take them out however you like. They're not great strategists. You can literally snipe the smuggler's entire contingent of bodyguards from the approach road.

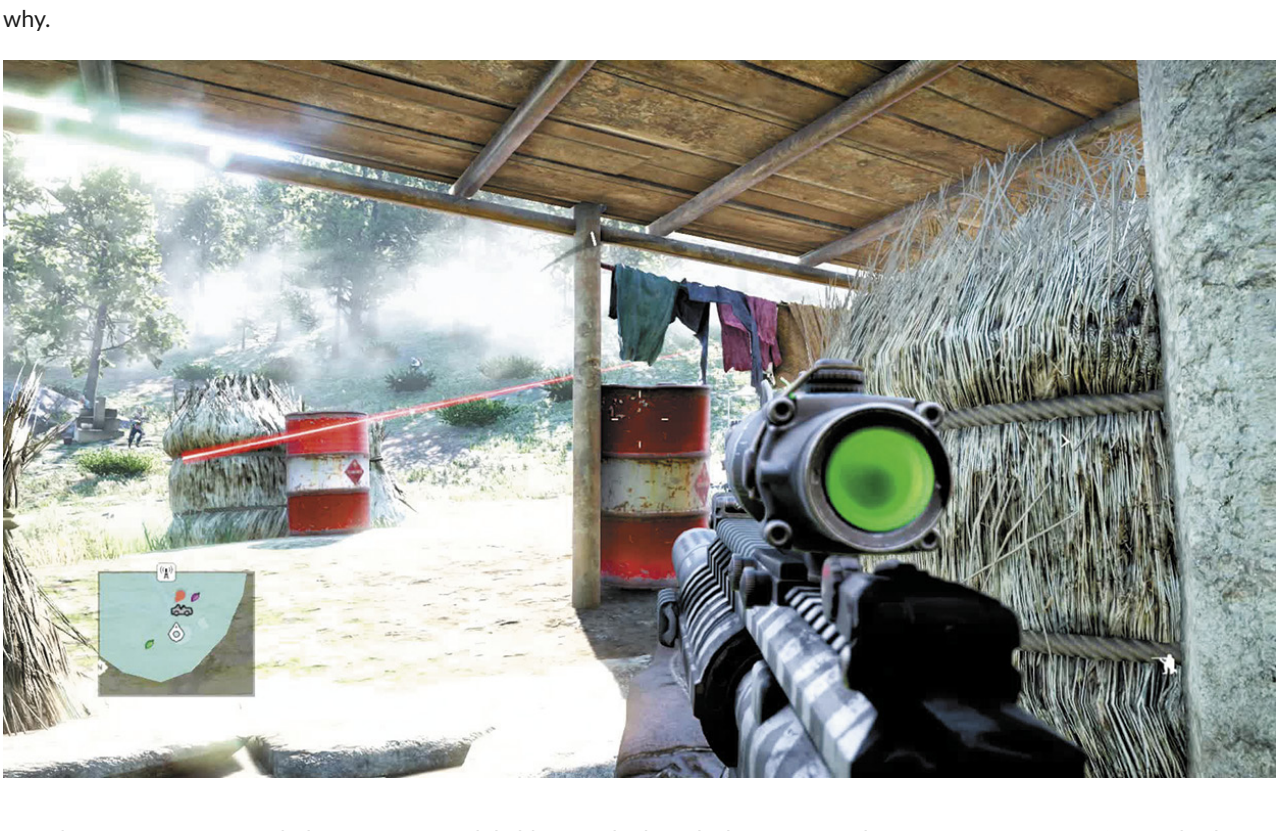
After taking down the smuggler as well, head to the cache under the porch. But blow up the barrels nearby first.



Below, you'll find the usual larger-than-above room, minimal resistance, and the blood diamonds.

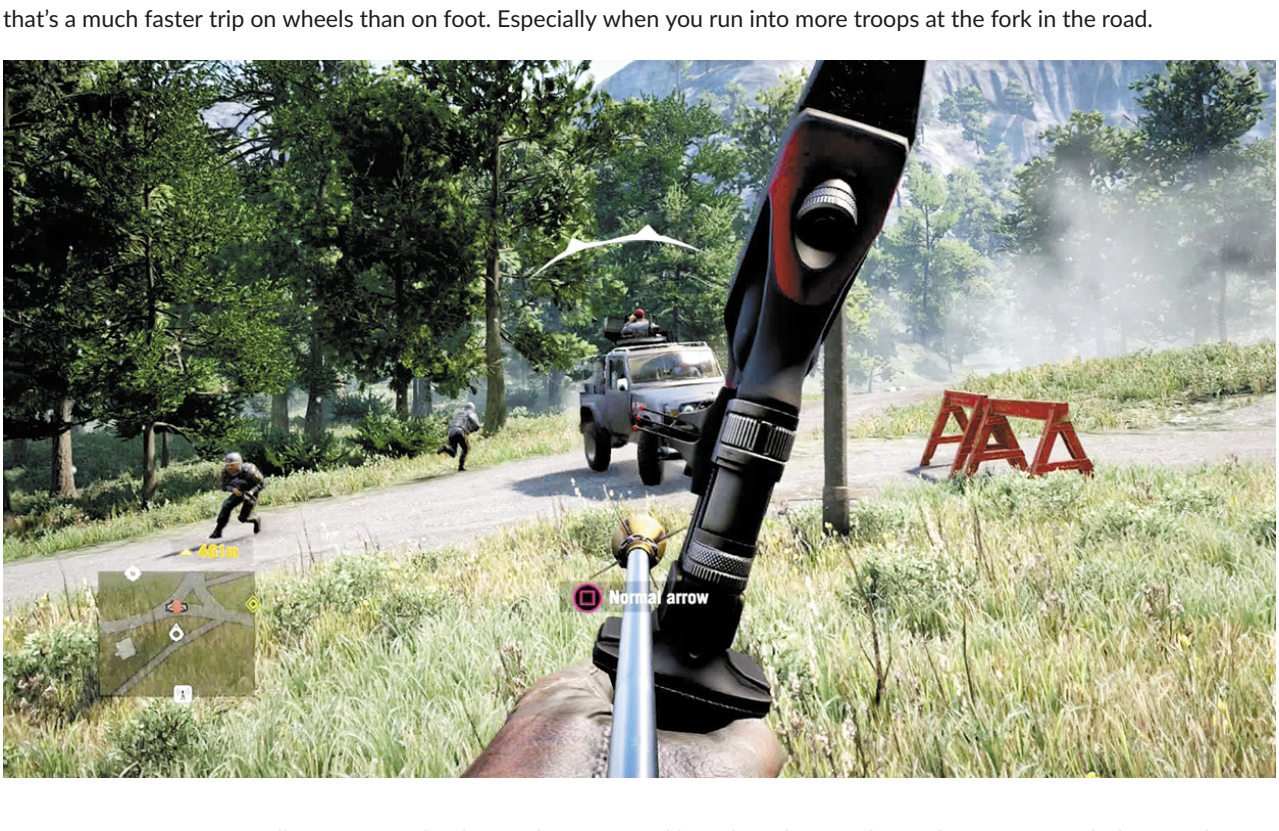


Head back up the stairs, but be careful. Remember when you blew up those barrels earlier for no reason at all? This is why.



Yep, the reinforcements include a sniper. So, while blowing the barrels does remove them as an offensive option, it also keeps them from blasting you to atoms if an enemy aims wide. Fair trade, we'd say.

The bad guys will also co-opt the technical out front if you left it operational, but you can just blow it up now with a well-aimed grenade. Or not, because once the soldiers here are all dirt-napping, the only thing left to do is get to the dropoff. And that's a much faster trip on wheels than on foot. Especially when you run into more troops at the fork in the road.

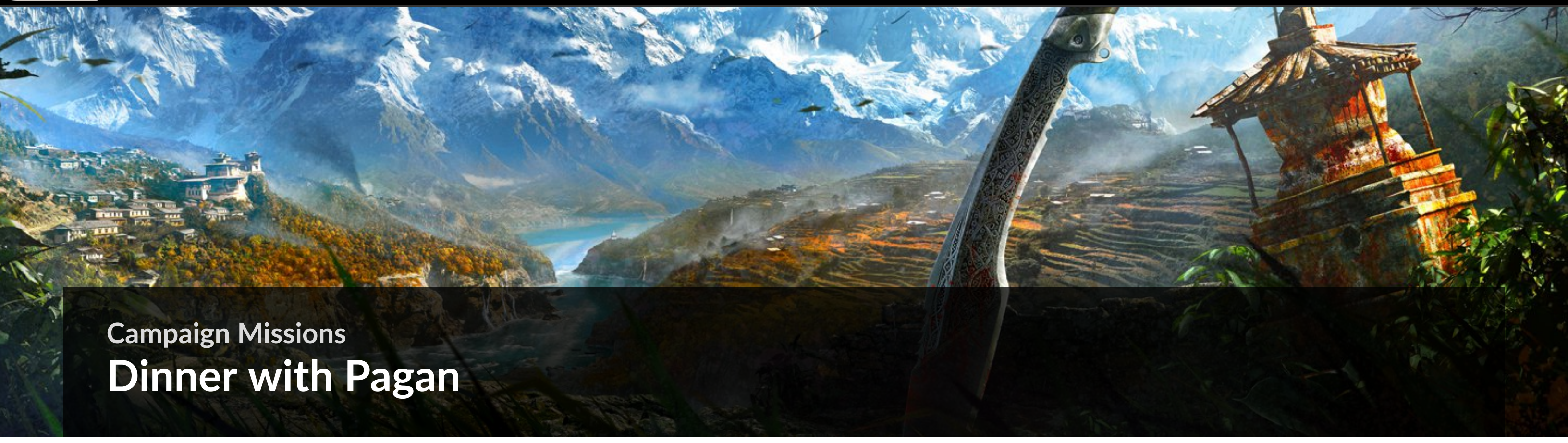


For once, Longinus is actually present at the dropoff location. And he sobered up *quick*. He also gives you a little something: the Lk-1018 launcher, which is basically a portable, vehicle-demolishing mortar. Good gift.

Introduction

Like all the best timeless adventures through exotic lands, *Far Cry 4* begins with you on a bus, gazing out the window and sitting next to a monkey. But it isn't long before a helicopter descends and out steps the one and only Pagan Min, the pink-suited supreme dictator of Kyrat.

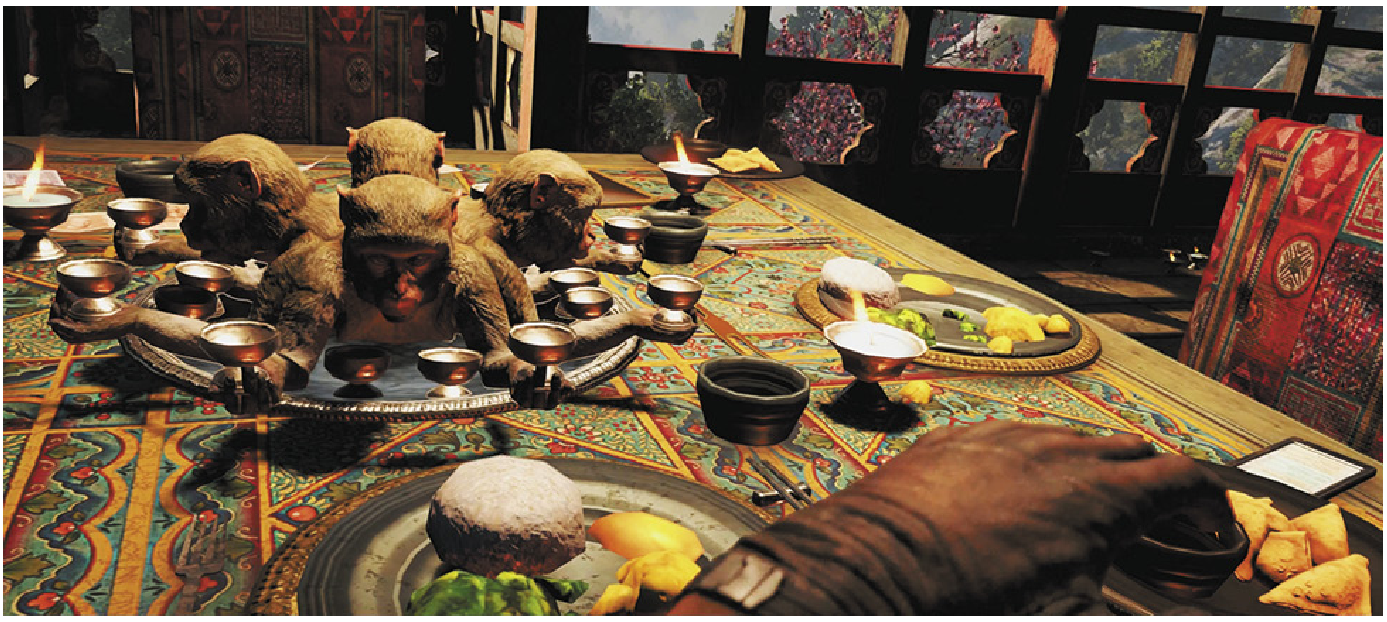
And just like that, you're in deep.



Campaign Missions

Dinner with Pagan

Back at the palatial home of Min's underling De Pleur, everyone sits down to a not-so-friendly meal around one of the creepiest centerpieces in history.



Seriously?

After a bit of storytelling, Min will excuse everyone and step out to make a phone call, leaving you alone at the exact moment you gain control over Ajay for the first time. Min tells you to wait, relax, and try the Crab Rangoon. But it's pretty hard to do with those screams echoing up from the floor below.

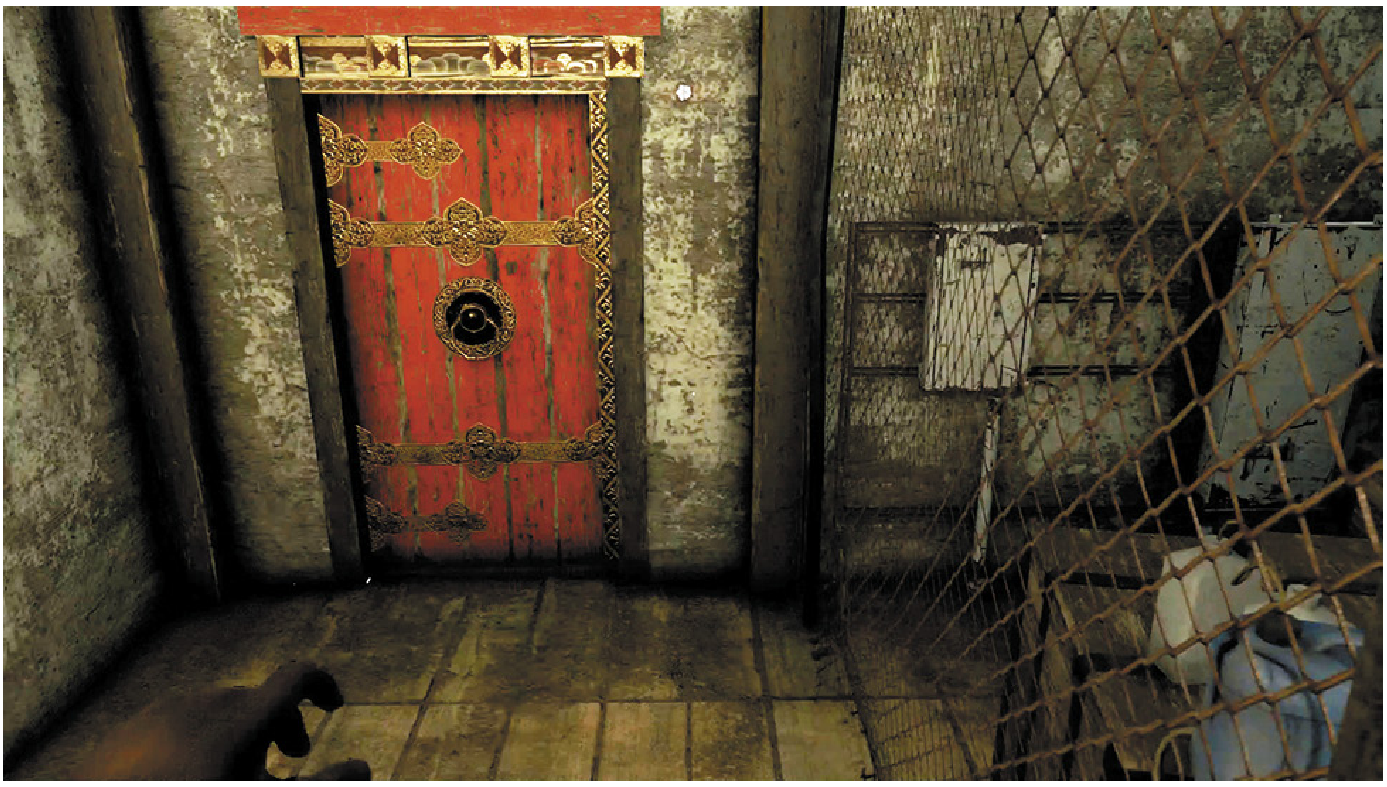
Crab Rangoon and the Secret Ending

Want a great way to scam money from a friend? Make a bet that you can finish *Far Cry 4* in half an hour. Then do nothing. That's right: Nothing.

When Min steps away during dinner, sit and wait. Explore the room if you like, but don't proceed through that bottom door. When you're done wandering, stop. Don't move a muscle. After 10 or 15 minutes of you sitting completely still, Min will return and take you on a helicopter ride that completes your journey and finishes the game. However, it also gives away a lot of the story, so only do it if you want your regular ending pretty much spoiled.

Escape the Compound

Get up and explore the room. Take your time—you won't be interrupted, and the scattered letters you'll find offer some interesting insight into De Pleur and his family situation. You'll also find your first three treasure chests: one near the stairway and two in the room one flight down. Once you've read and pilfered all you can, head down one more flight of stairs to the door with the screams coming out of it.



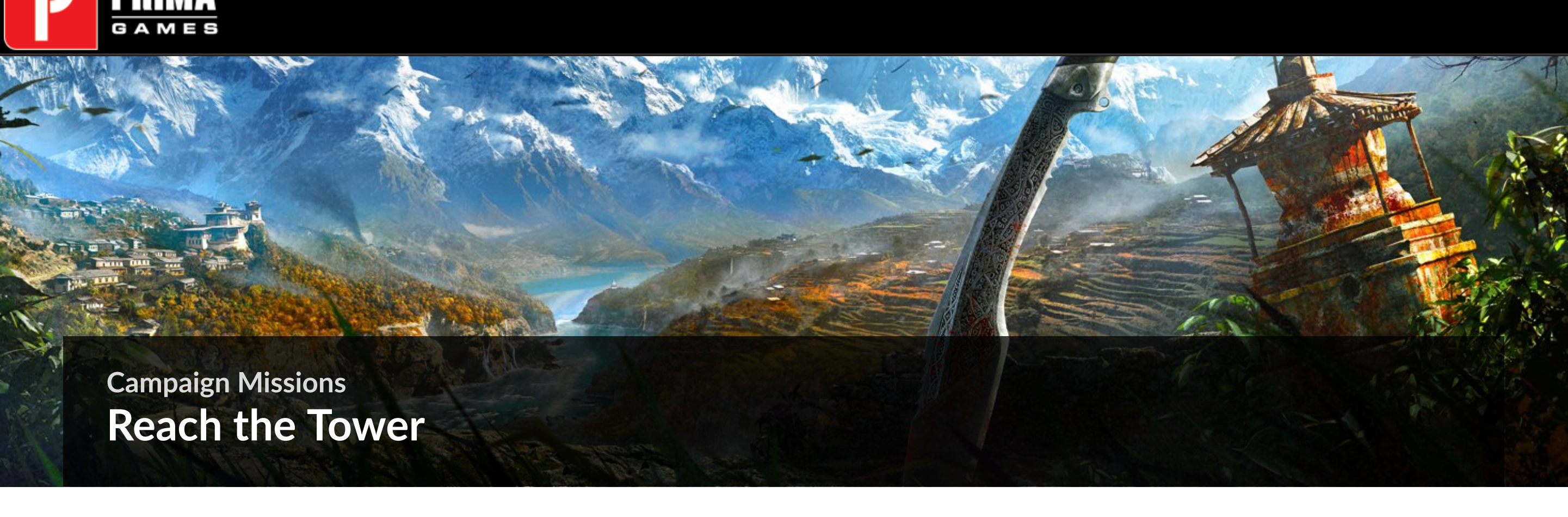
Head through the door and down the hall, to a room where De Pleur is doing vicious work. Sadly, you can't help Darpan. On the bright side, De Pleur can't see you, so feel free to loiter and listen to his story. When he finishes, make your way through the door to your right, where you'll meet Sabal.

Sabal will instruct you to run for the truck. Considering the courtyard is a war zone and you absolutely *can* die here, we suggest you take his advice.

Escape In The Truck

This is why.

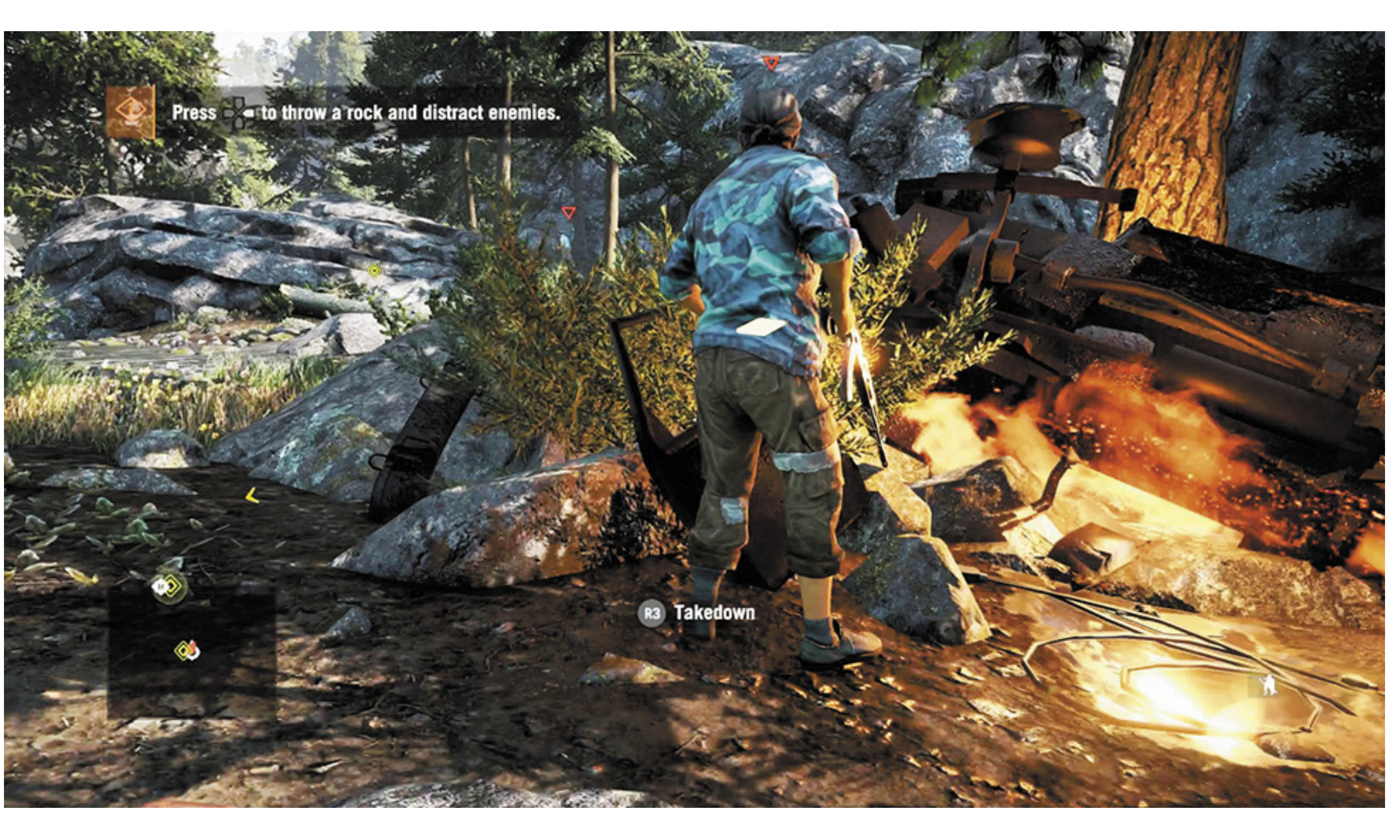
As you zoom away, your driver will tell you to shoot at your pursuers. Don't worry if the truck's constant careening throws off your aim. No matter what you do or don't hit, you'll end up the same way.



Campaign Missions

Reach the Tower

After the cut scene, Sabal radios and tells you to meet him at a tower off in the distance. But Min's troops block your path. Duck into a bush (your primary means of cover in the wilderness) and wait for them to disperse. You'll end up with one on each side of the riverbank and one near the wreck, making him an easy target for the ol' "throw a rock to distract him and sneak up from behind for an up-close stealth takedown" maneuver. Remember to crouch as you approach so you make less noise.

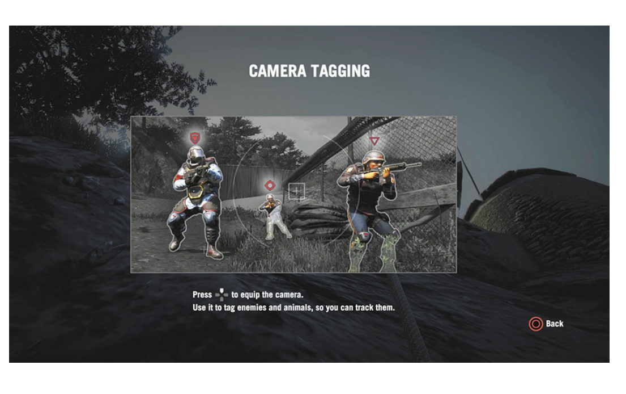


Press to throw a rock and distract enemies.

Takedowns can be risky, but they earn you more Experience Points than gun kills—even headshots.

TIP

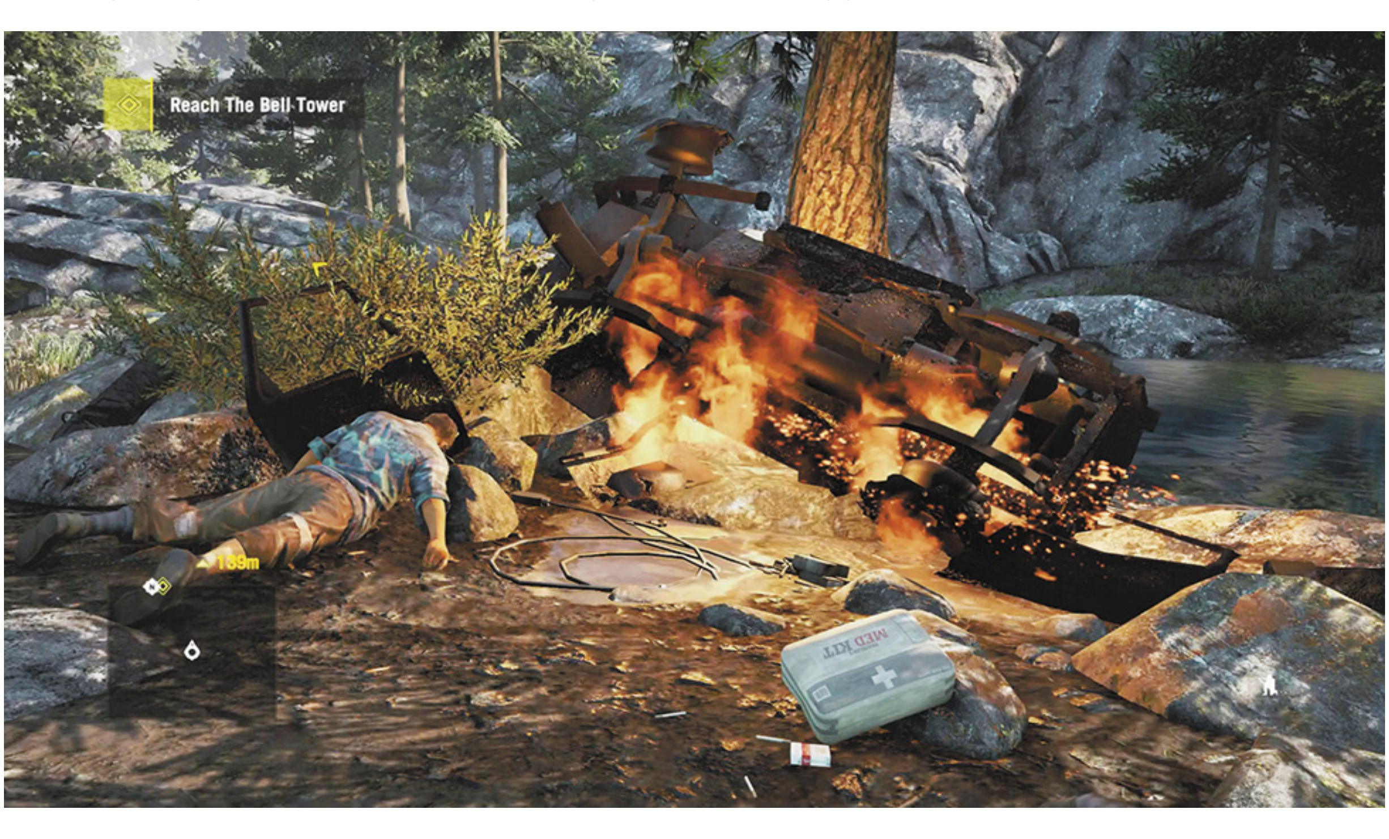
Believe it or not, your single most life-saving possession in *Far Cry 4* isn't a gun. It's your camera. Before entering in to any battle, call up your camera and sweep the area for targets. The camera will tag every enemy you focus on with a colored icon, enabling you to track those enemies even through walls and foliage. It even changes the icon depending upon the enemy's type, so you know exactly what you're getting into. You can also tag enemies by watching them through your gun's sights, but the camera works better.



CAMERA TAGGING

Press to equip the camera.
Use it to tag enemies and animals, so you can track them.

Grab the guard's gun, as well as the health pack sitting by your now-flaming getaway wheels.

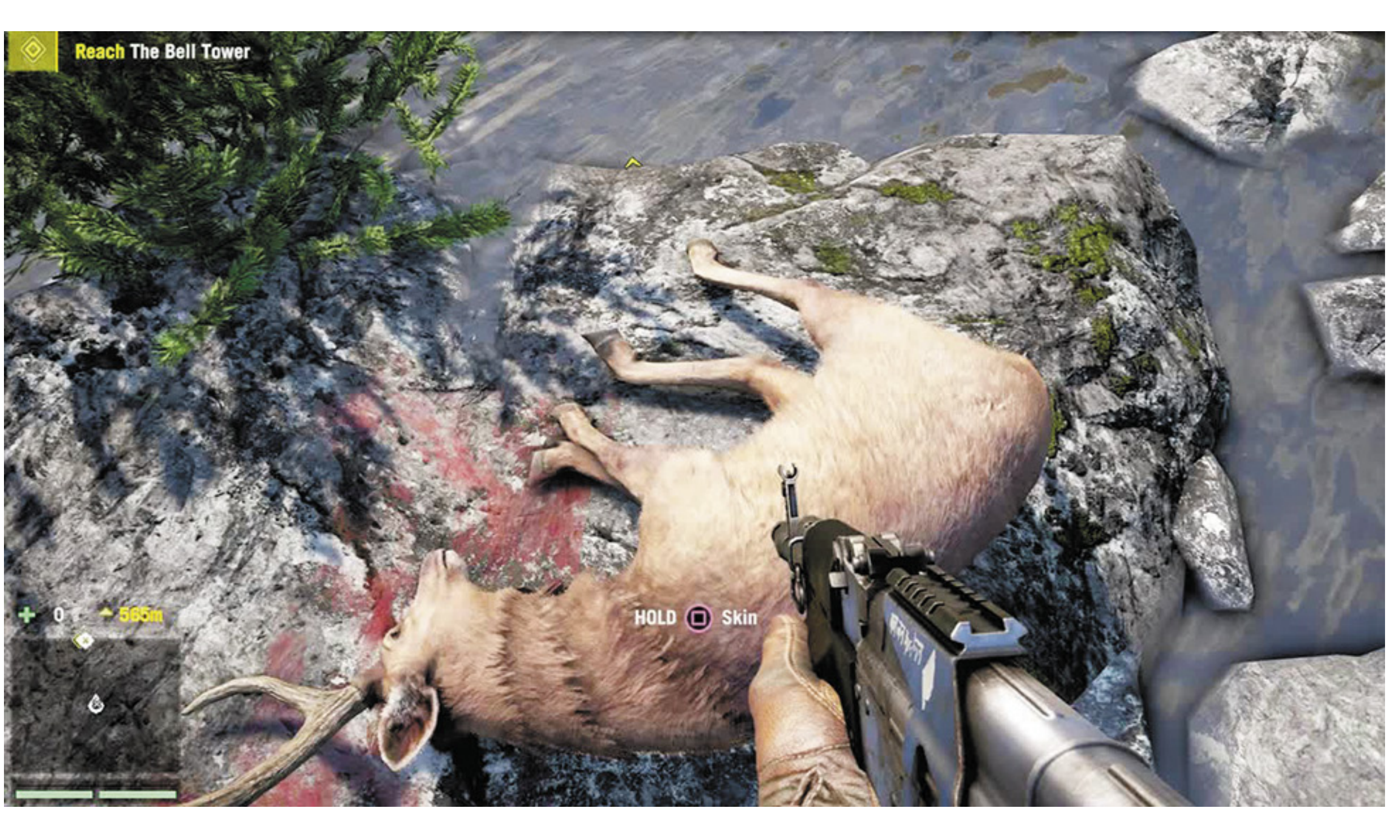


You don't have to hide bodies yet, but remember to loot them for ammo, money, and random items.

Two more assaulters are still prowling around. Creep from bush to bush and take them down—with thrown rocks and takedowns if possible, to conserve your ammo—or a straight-up gunfight.

Head upstream to encounter another soldier, this one a lone defender. Scan for him frequently with your camera, and if you hear a "plink" sound and see a white triangle appear onscreen and begin to spread into an arc, it's a signal the enemy is on the verge of seeing you, so get to cover.

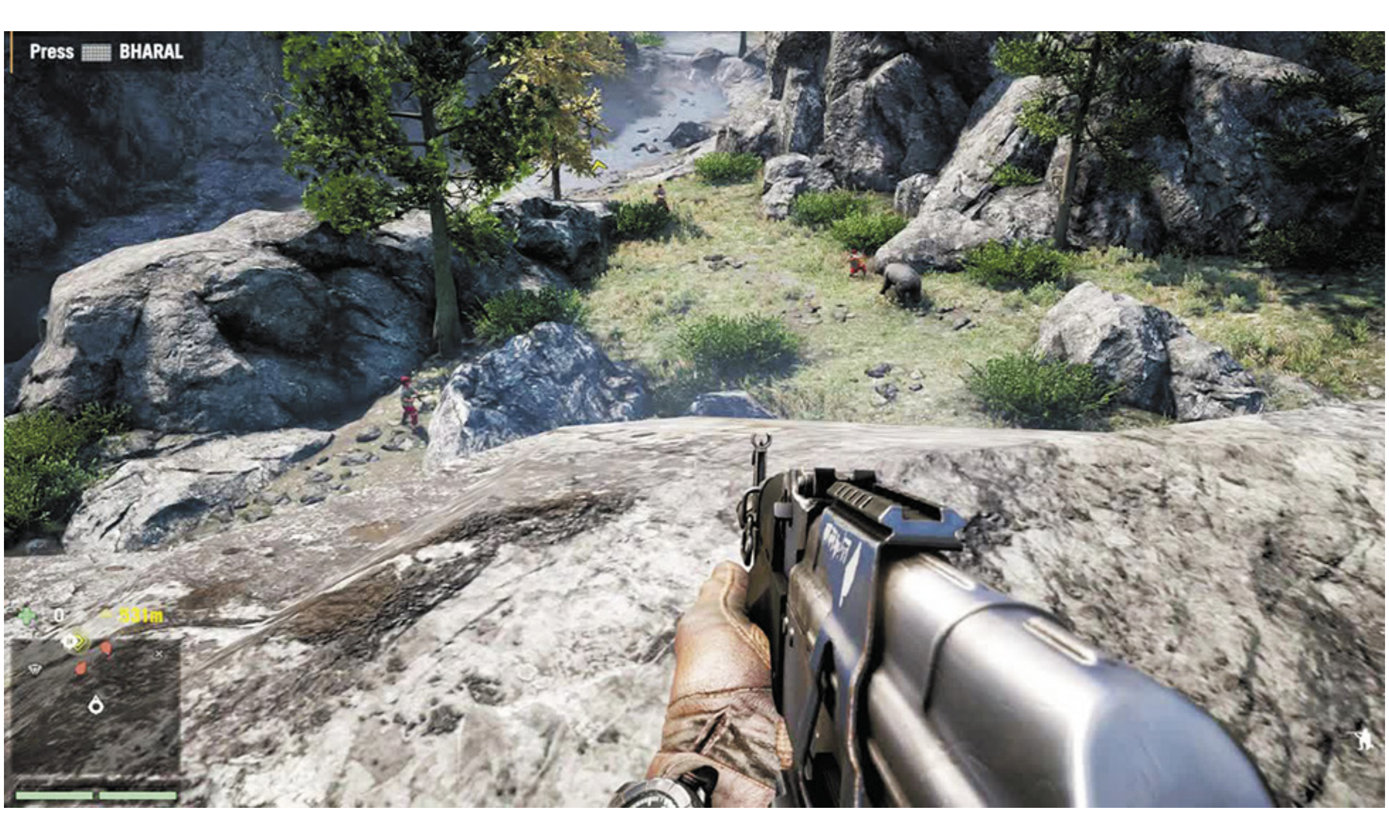
After putting down the defender, you'll come to a spot where you have to swim past two assaulters who are sure to see you. Swim underwater, which will keep them from noticing you or break their line of sight if they already did. Once you're past, double back and take them down. Then continue upstream to reach your first skinnable animal carcass: a sambar.



TIP

Skinning an animal will provide you with two useful items: BAIT, which can be thrown to lure predators like wolves or tigers to an area, and its SKIN, which can be used to craft improved pouches that enable you to carry more money, ammo, syringes, and other useful items. (Check the section on Crafting Recipes for more info.)

Continue forward, hugging the west shoreline but watching the east, where you should soon see a trio of enemies. Climb the nearby ledge (look for the vines draped over it), to reach the high ground and another animal carcass, a ram-like bharal. This is the part of the game where you see bait in action. Toss a hunk of meat into the midst of the bad guys and watch from afar as a bear appears and demolishes them.

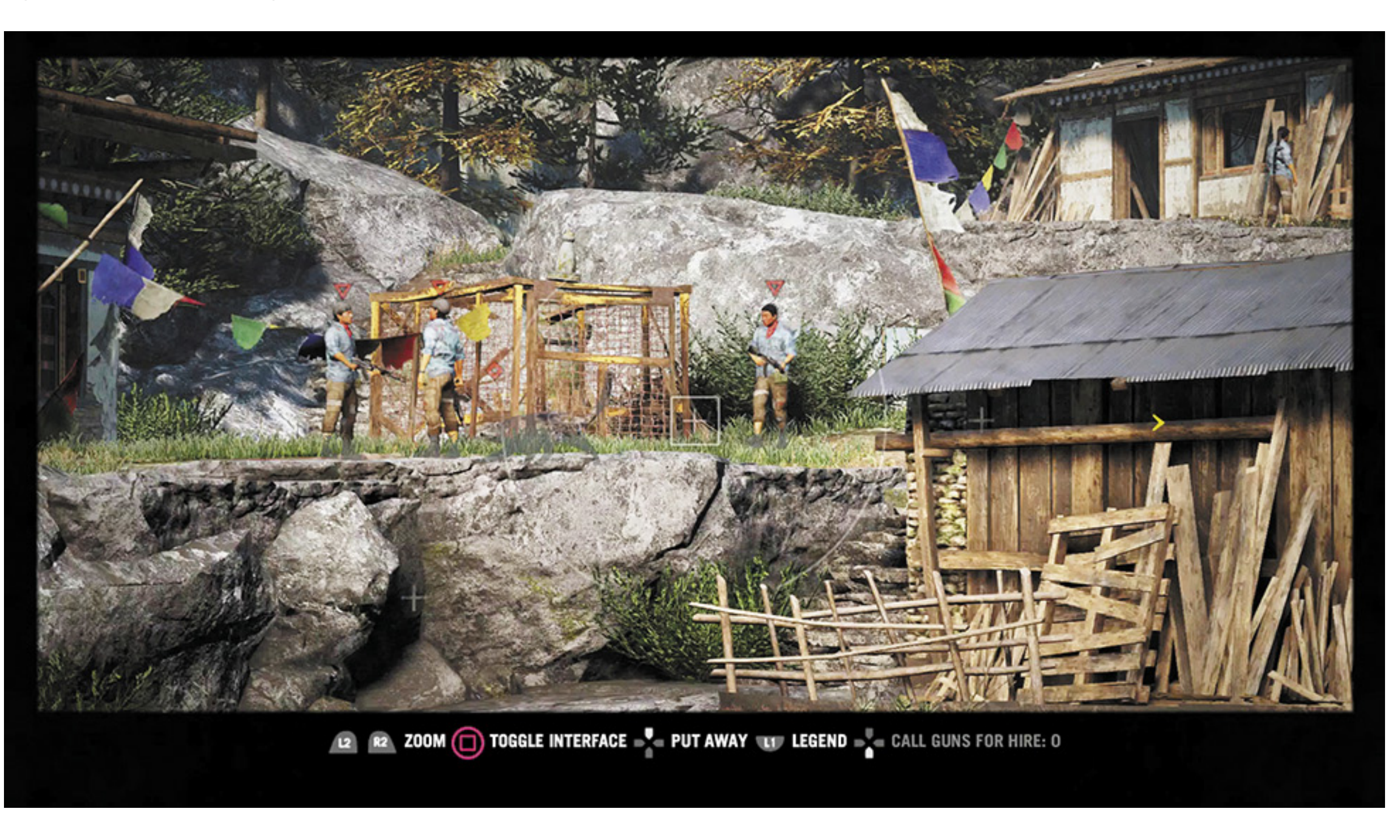


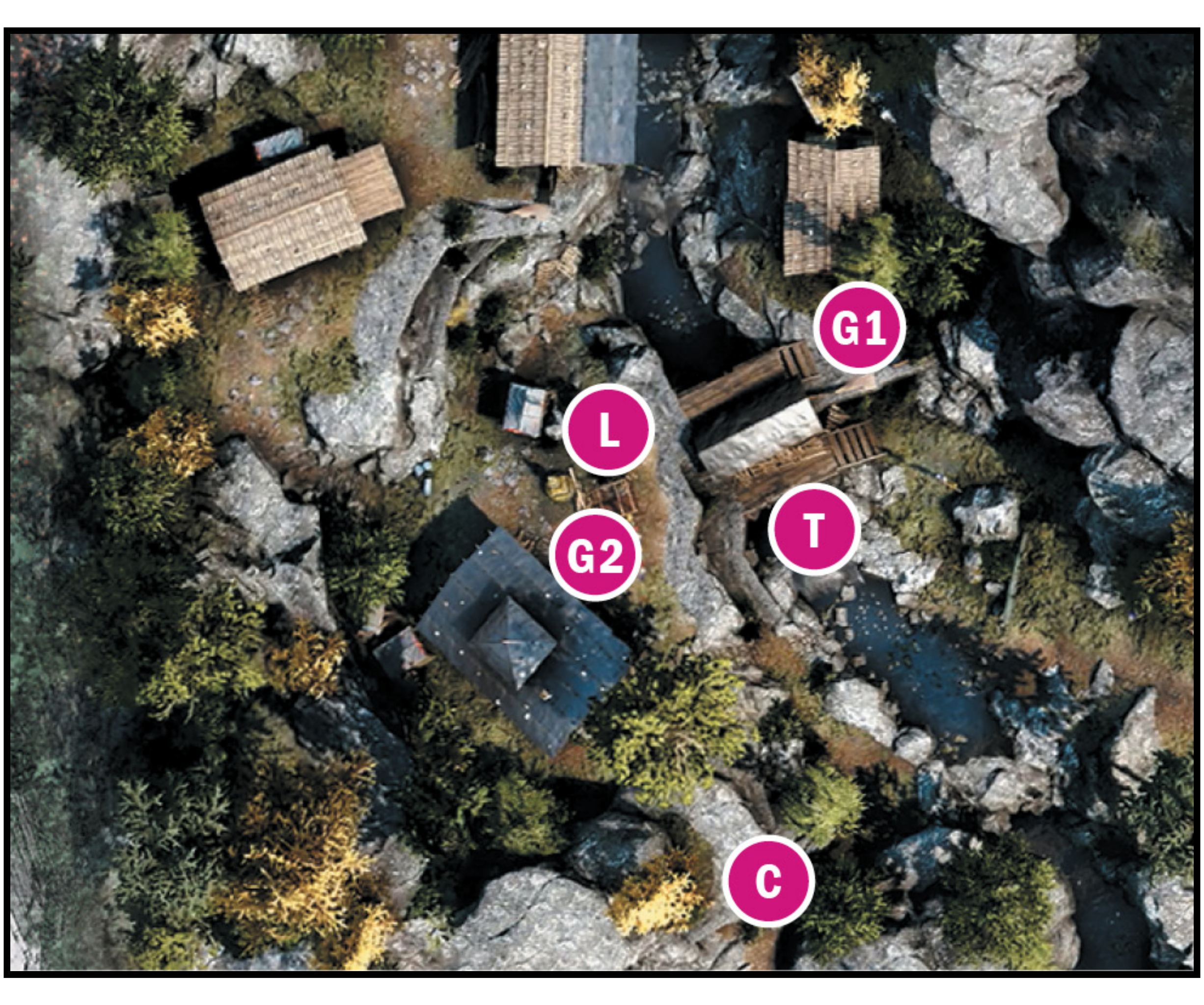
When that battle has ended, jump off the cliff (you can dive into water from any height and take zero damage), pick off any enemies the bear missed, and keep moving upstream, being careful to give the bear a wide berth. Your first big test is just ahead.

Like a Surgeon

Health operates a bit differently in the *Far Cry 4* universe. That single white line is your body armor, which will take bullet damage (but not knives or claws) for you. Body armor wears out, but you can buy or find new body armor to replace it. You also have two (and eventually up to six) smaller, green blocks. These are your true health, and when they start ticking down, you're in trouble. A health block with any green left in it will refill over time, or you can refill them manually—even if you have zero health syringes—by holding down the heal button. Ajay will spend a few seconds pulling off some on-the-go survival surgery and presto! Good as new. For now, at least.

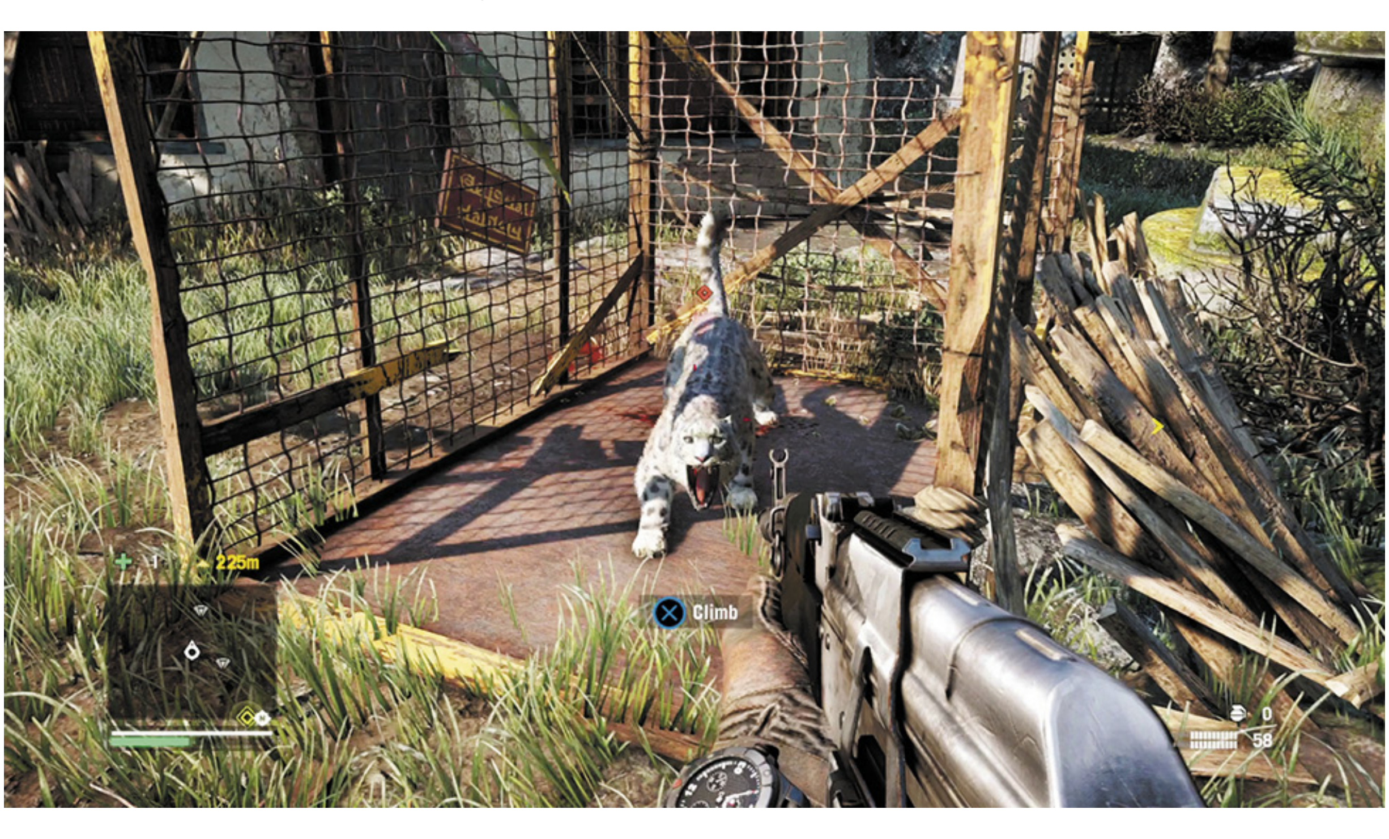
You'll reach a dead snow animal in a cage. Bash the cage open, loot the goodies, then use your camera to scout the enemy camp. You should ping five enemies: two stationed near a second caged leopard on the left, one hanging out way off to the right, and two wandering all over the place.





- **L** Snow leopard cage
- **G1** Guard on patio
- **G2** Guards at cage
- **T** Tunnel under house
- **C** Climbable ledge

Like most battles in *Far Cry 4*, you can approach this situation any way you like. A direct assaulter can go in guns blazing (take the two enemies on the right out first, then climb the ledge or the stairs to get to high ground and plenty of cover). A stealthy player can sneak up the river's left bank (look for the climbable ledge on the far left), hide behind the large building against the mountain, and set about systematically luring each guard to his doom. Or you could try our favorite method: climb the cliffs in the northeast, shoot the leopard cage's door frame, and watch the show.

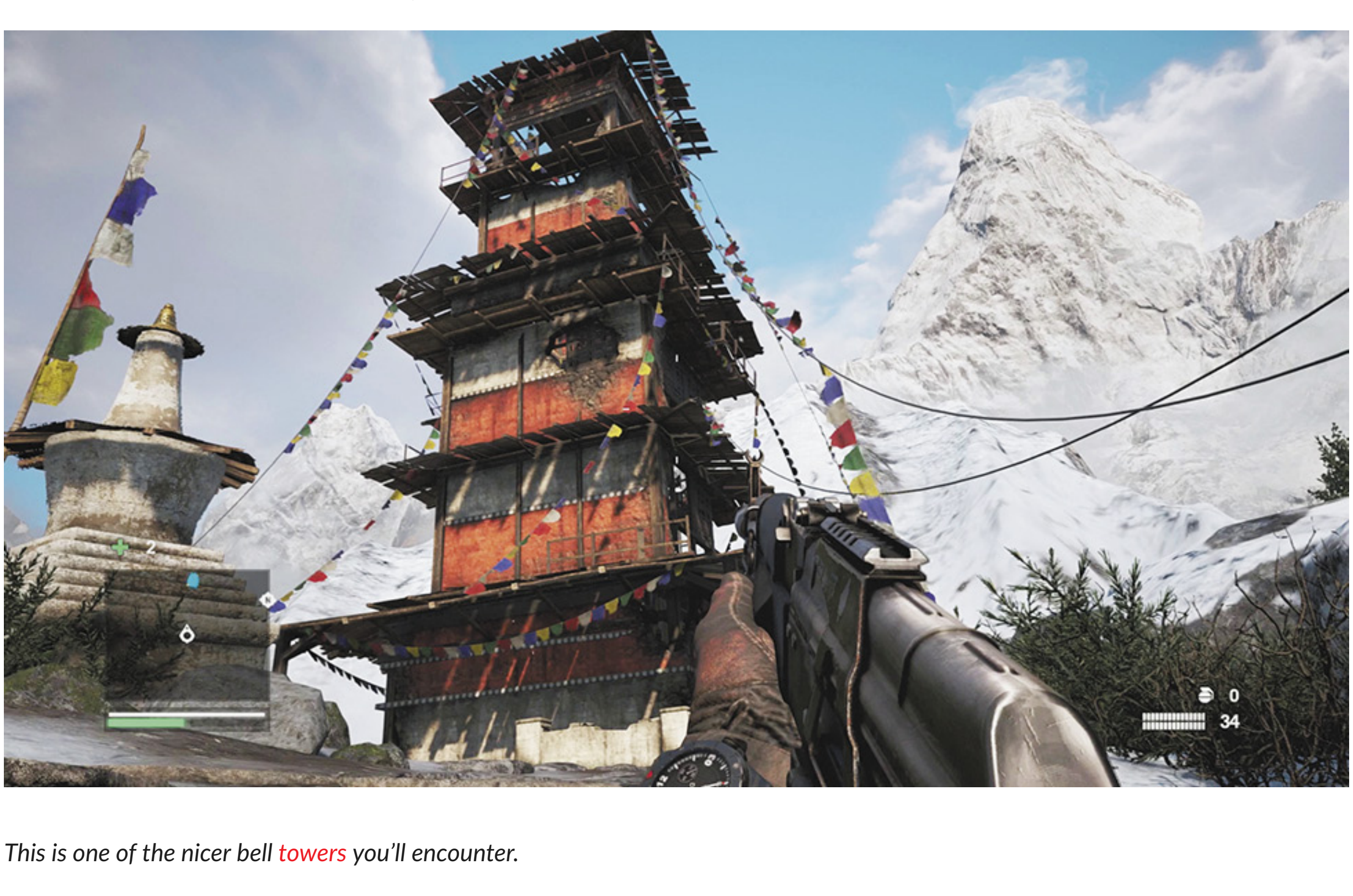


Snow leopards hate cages, gunfire, grenades, and frankly, all humankind in general. Don't plan on petting one.

After you've searched the bodies, skinned the second leopard, and scoured the camp for ammo, letters, and chests, follow the river upstream. When you see a climbable ledge on your left, take it.

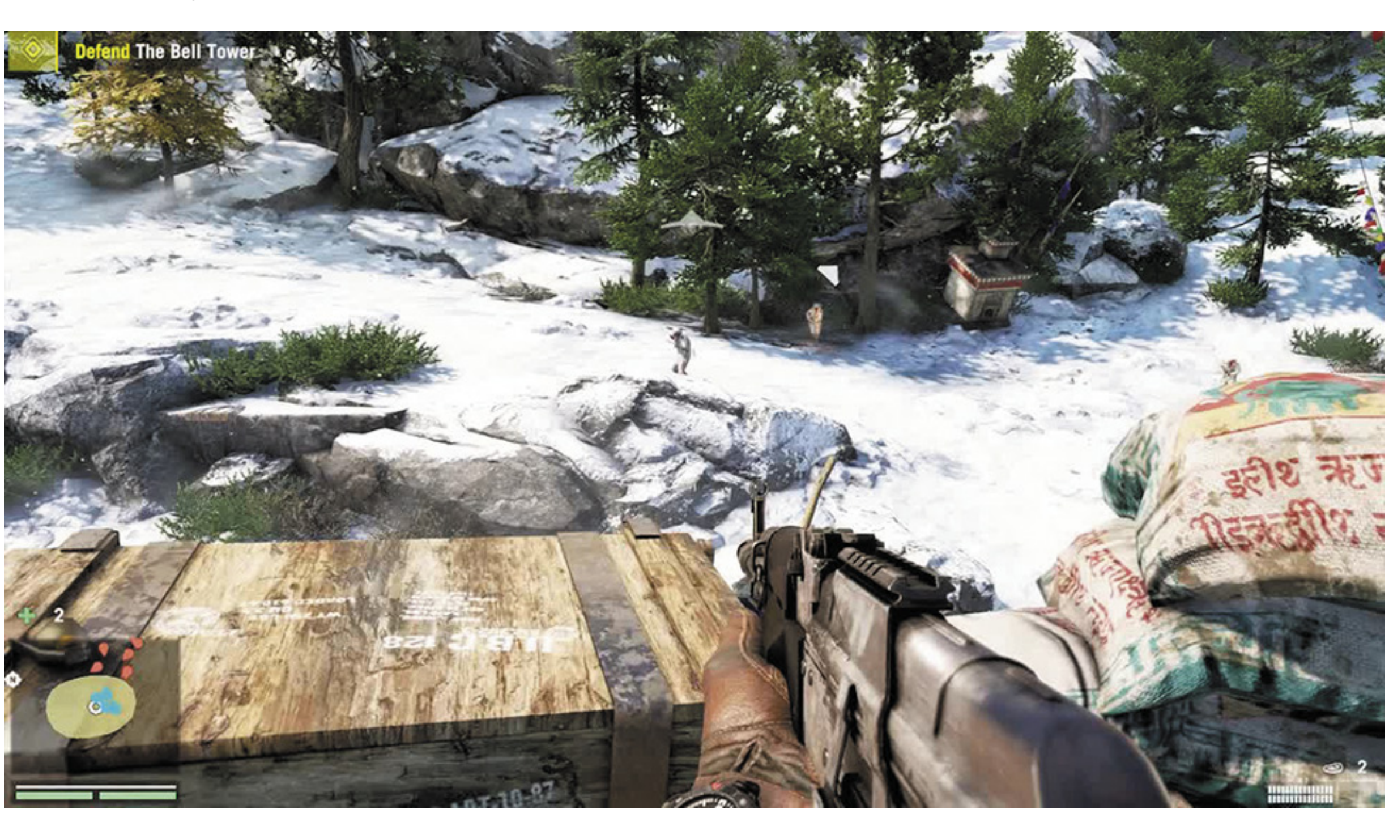
Follow the goat-like bharals up through the narrow cliffs. When you get to the gap, take a running leap. Then continue up the trail until it dead ends and a voice instructs you to learn how to climb a rope.

At the top, you're reunited with Sabal just in time to defend a tower from an attack.



This is one of the nicer bell towers you'll encounter.

Load up on ammo and head up to the balcony, where you'll have a great angle on Min's soldiers as they swarm down snowy "lanes" to your right and left. If you can take the heat, feel free to run down and loot some corpses.



Eventually, the mountain itself will bring both the conflict and your introduction to Kyrat to a catastrophic end.

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HOLD Use
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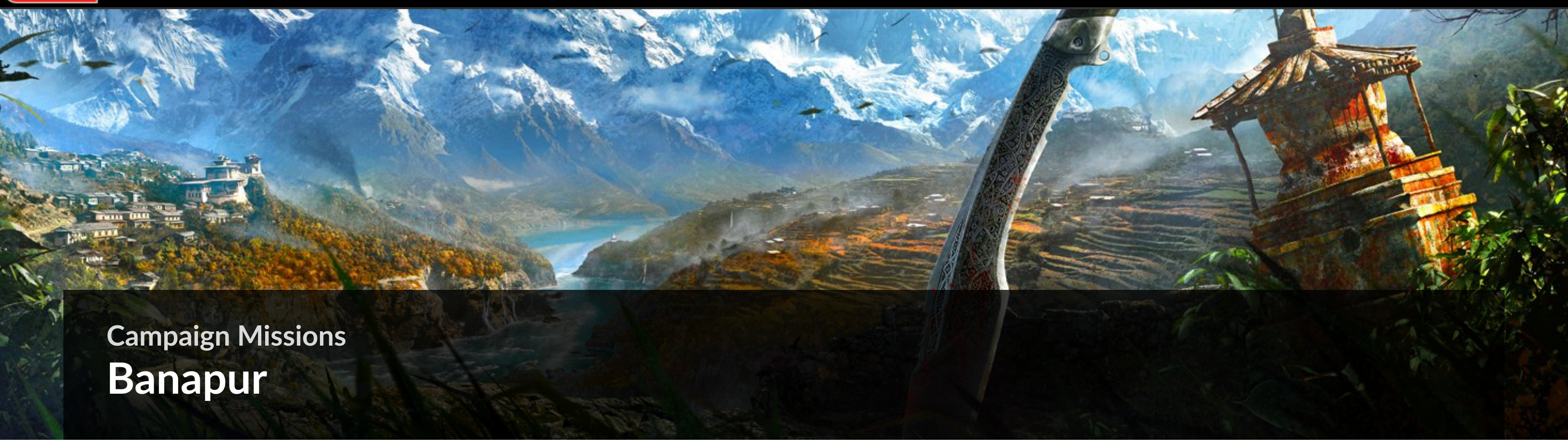
Sabal saved your life twice in less than an hour. Talk about good first impressions . . . .



Campaign Missions

Banapur

After Sabal digs you out of the avalanche, you'll arrive at Banapur, a peaceful village populated by gentle farmers, noble Golden Path revolutionaries...and this guy.

Don't judge. The last game character we saw dressed like this could spit fire.

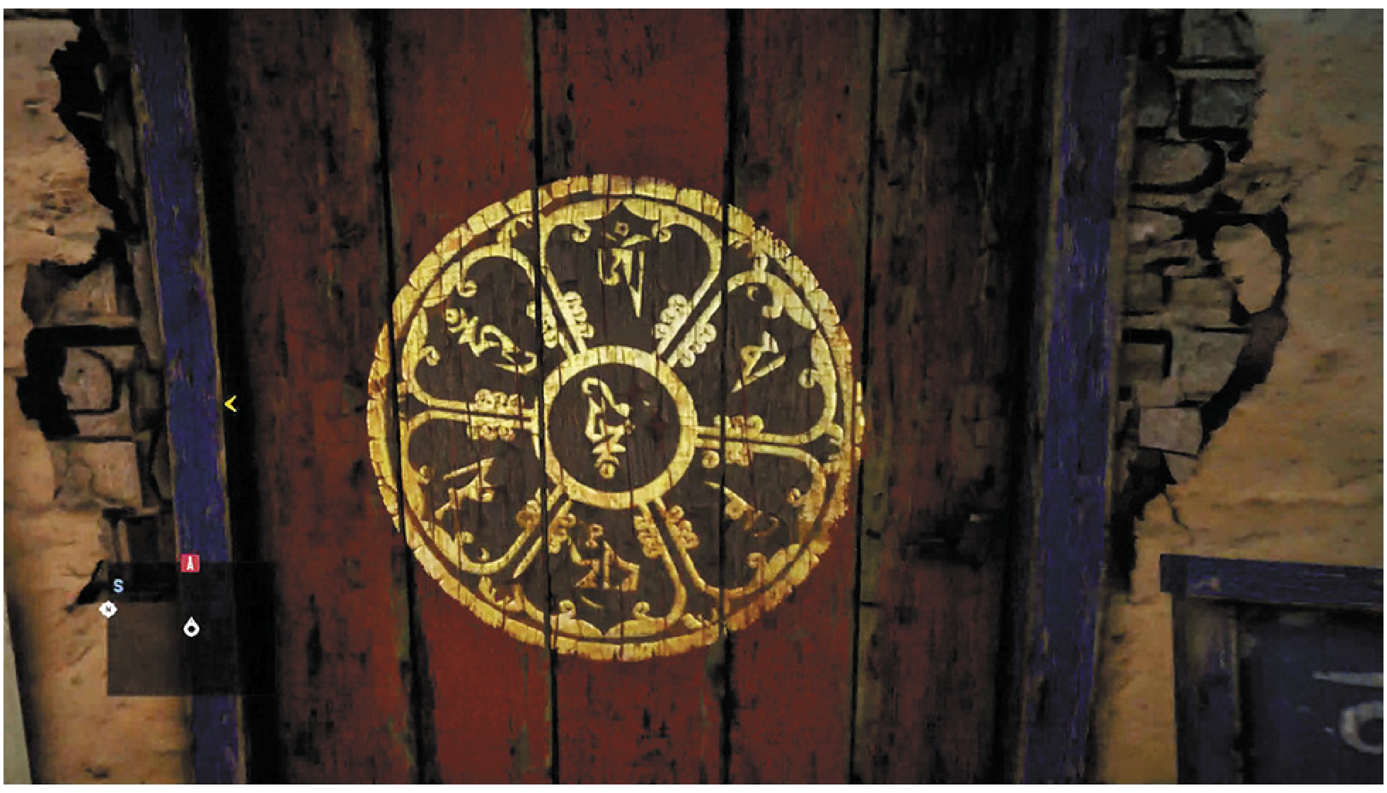
You'll be met at the entrance by Amita, Sabal's co-leader in the Golden Path, as well as a young girl named Bhadra. Amita's reaction to you falls somewhat short of "warm" and "welcoming".

Head up the main street and turn into the trading post on the right. Sell everything except the animal skins and try not to listen to the shopkeeper talk about her hobby: writing bawdy erotica.

If you've looted consistently, you should have plenty of cash and at least two guns: the Skorpion and the AK47. But you can only carry one, so take your favorite. Feel free to spring for an extended clip or health vials, but hold off on any additional items for now. Head farther up the street and go through the door to your left with the gold emblem on it.

Gun Play

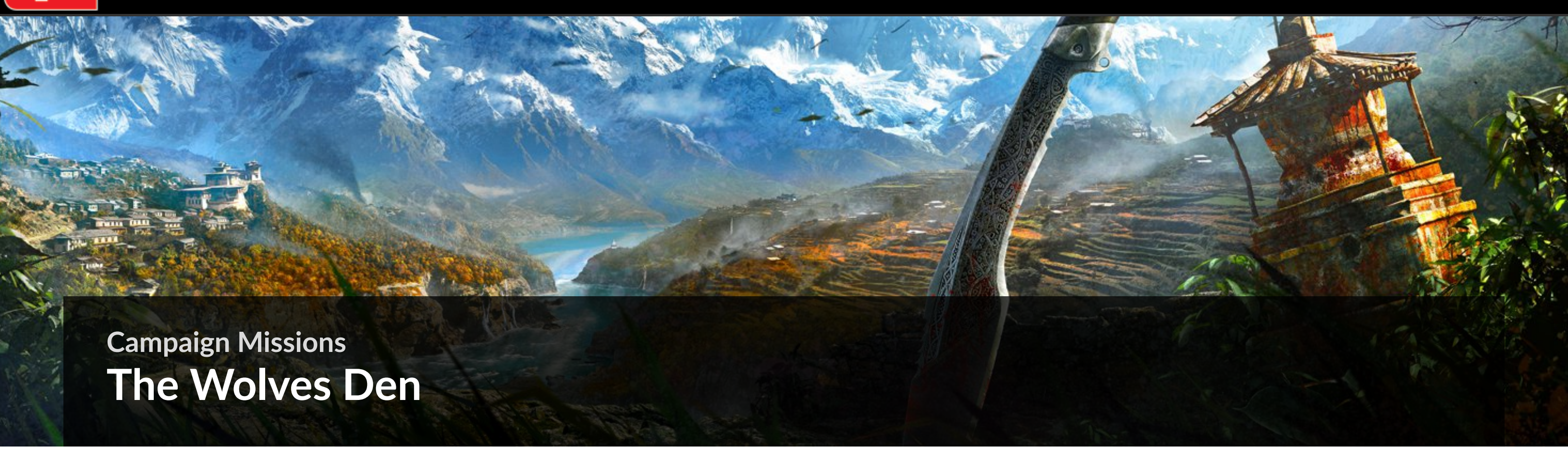
Paying for a regular weapon is rarely the best use of your cash. Any time you find or loot a new weapon and carry it back to a trading post, you've officially unlocked that weapon for the rest of the game. Plus, you'll unlock many guns for free by completing missions and liberating towers. So save your rupees for the best-in-game Signature Weapons, which you can only get by buying them.



This is your safe house. Every city and liberated outpost has one. You'll see an open gun cabinet, which is essentially a store without the "Fifty Shades of Uncomfortable" shopkeeper. You'll also find a bed, which enables you to fast-forward if you'd rather take on a mission during a specific time of day. Finally, the red-and-gold book on the dresser is a collectible Mohan Ghale journal.

Outside, follow the A on your mini-map to Amita and Bhadra. Amita will apologize for her previous cold shoulder and give you a bow, arrows, and a mission.

Don't be fooled by Amita's apathy. She's actually much less happy to meet you than she lets on.



The Wolves Den

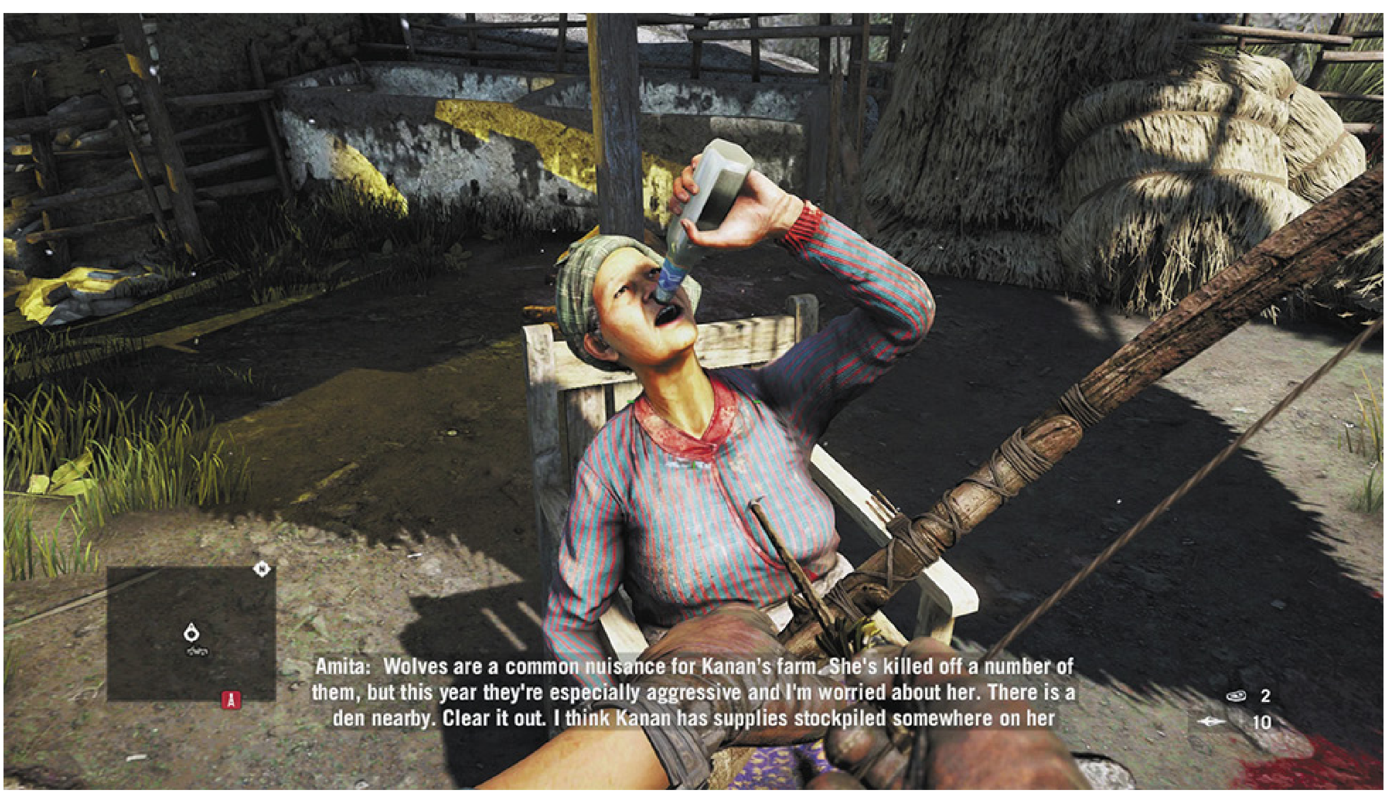
Amita sends you to help an old woman named Kanan with a wolf problem. But guns are out. Instead, you get a bow and arrow. Right on.

Walk northeast down the path, to the ATV, and point it toward the yellow diamond on your map.

CAUTION

A note about driving in *Far Cry 4*: Stay on the roads, even with the ATV, until you get a feel for the ride. Everything is faster and swishier than you think it's going to be and there are far too many blind cliffs that lead to death drops. And if you're a console player, keep your finger off the "look" stick for a while. It will only confuse you.

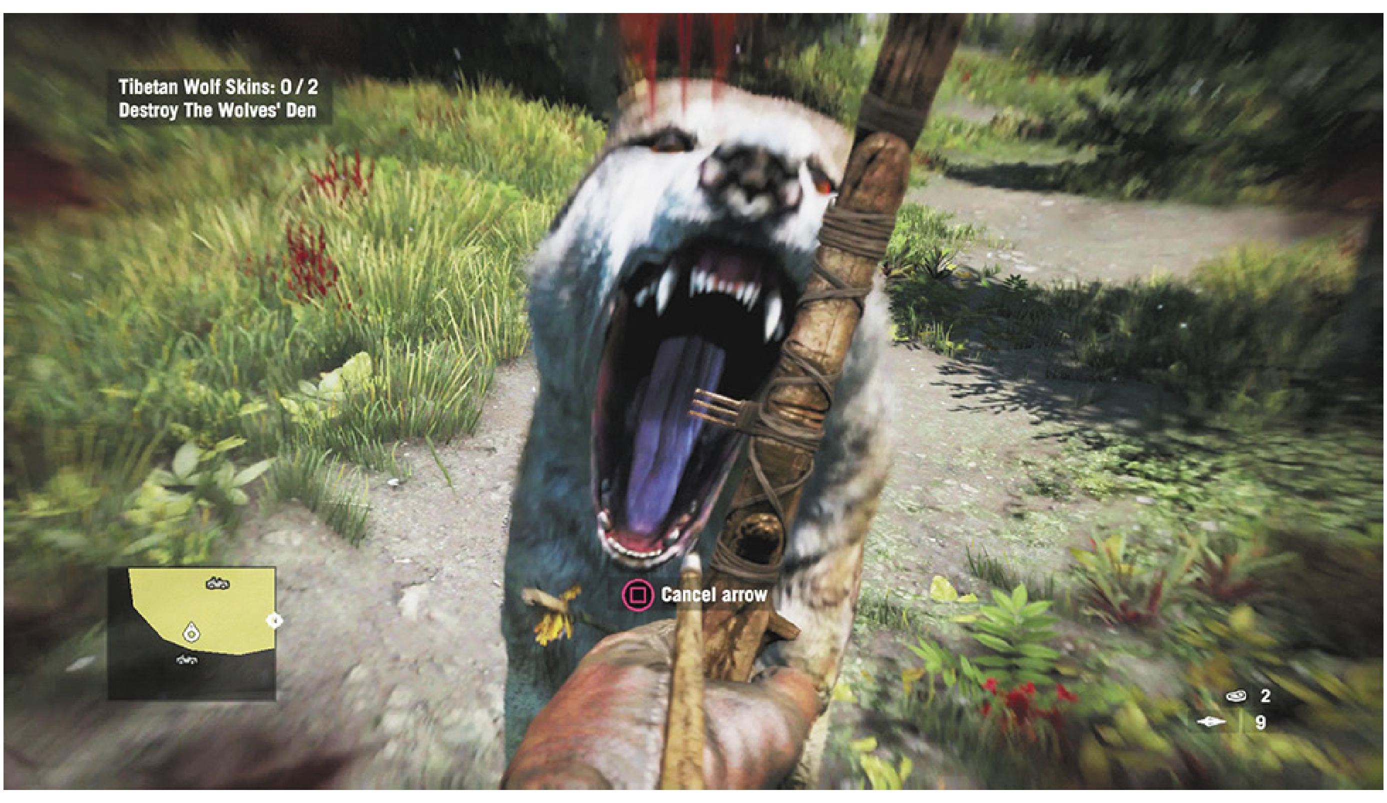
At the farm, you'll find Kanan drunk, uncommunicative, and surrounded by animal carcasses. Must have been some party.



Amita: Wolves are a common nuisance for Kanan's farm. She's killed off a number of them, but this year they're especially aggressive and I'm worried about her. There is a den nearby. Clear it out. I think Kanan has supplies stockpiled somewhere on her

Bash open the board-covered hidey hole over Kanan's shoulder for a couple health packs and bundles of extra arrows.

You'll find the wolves' den on the shore of a lake, guarded by two wolves surrounded by *human* carcasses. Kind of the opposite of the farm, actually.You could just fire a couple shots into the explosive barrel conveniently resting against the cave's support pillar, except there's a lootable body inside and you need the wolf pelts intact, not blown up and on fire. Try to take the wolves one at a time, luring each one closer with bait. (Oddly enough, thrown rocks work too.) Unless you hit them in the head or neck, it should take two arrows to kill each wolf, so try to stick at least one in before the beast closes in on you. And remember to heal. Healing is always good.

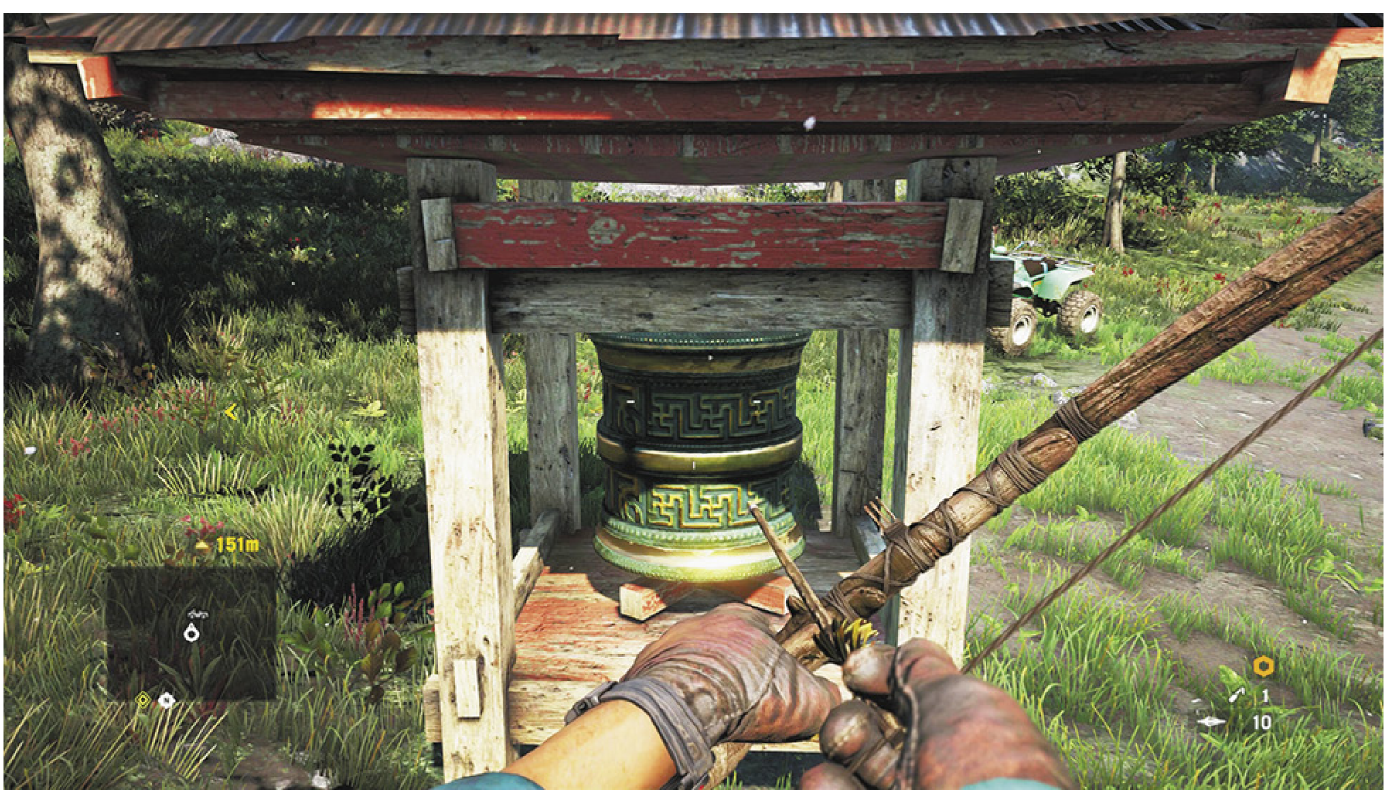


Tibetan Wolf Skins: 0 / 2
Destroy The Wolves' Den

This right here? This is what you do NOT want to see.

Once you've killed and skinned all the wolves, head inside the cave to pincushion a third wolf and grab a fire arrow. Nice. Now head out and, from beside the ivy-covered chest left of the cave mouth, put an arrow in the explosive barrel. Bye, bye, wolf den.

Outside, more wolves may have arrived. But there's also an ATV here, so if you don't want the pelts, you can just ride off. You can also light a fire using a Molotov or fire arrow. Wolves, like most animals, will run from fire.



If you explore the lakeshore, you'll also find your first mani wheel (see Collectibles for more information).

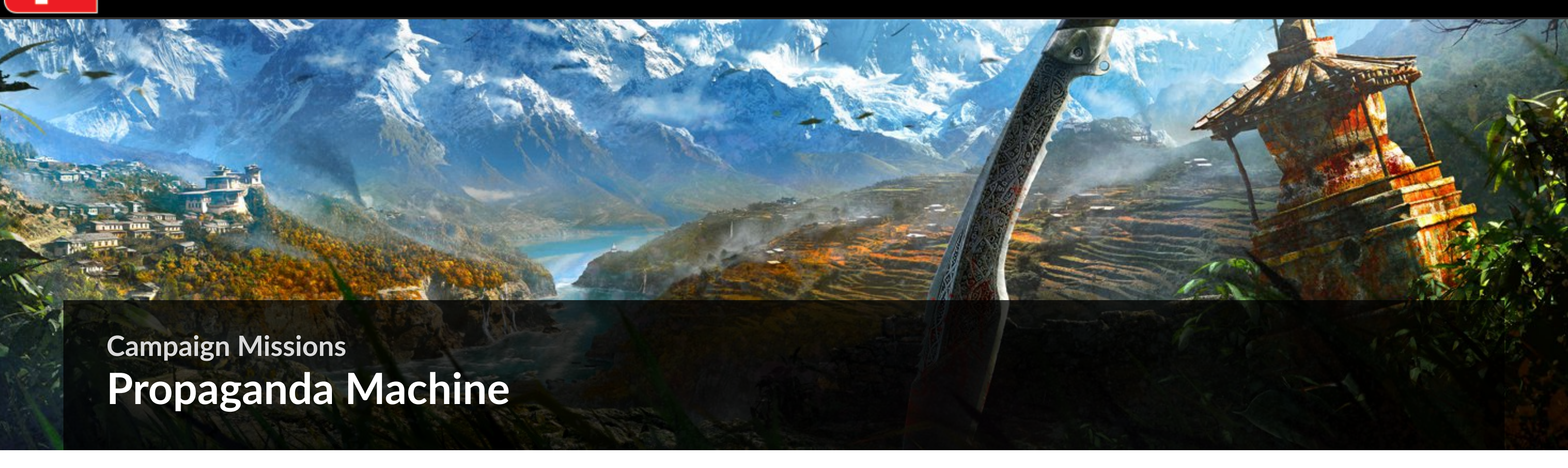
Head back to the farm, where Bhadra is caring for Kaman and Amita will give you a sort-of compliment and explain thangka paintings to you.

UPGRADE TIME!

If you haven't already upgraded your gear and skills, do so now. Crafting an improved weapon holster is your first priority, followed by your wallet and (if you have the pelts) loot bag. As for skills, as awesome as elephant riding is, there aren't many elephants just yet, so you might consider something with a more immediate benefit, like Capable Strength for extra health or Running Reload, because you never need to reload as you run until you *really* need to reload as you run.

Before leaving the farm, kick your way back into the basement stash and grab any ammo or health you didn't pilfer before. Back in Banapur, head through the indicated door to get an assignment from Sabal. You're not afraid of heights, right?

You can fire your handgun while riding a zipline, but aiming at 40 mph takes some practice.



Campaign Missions

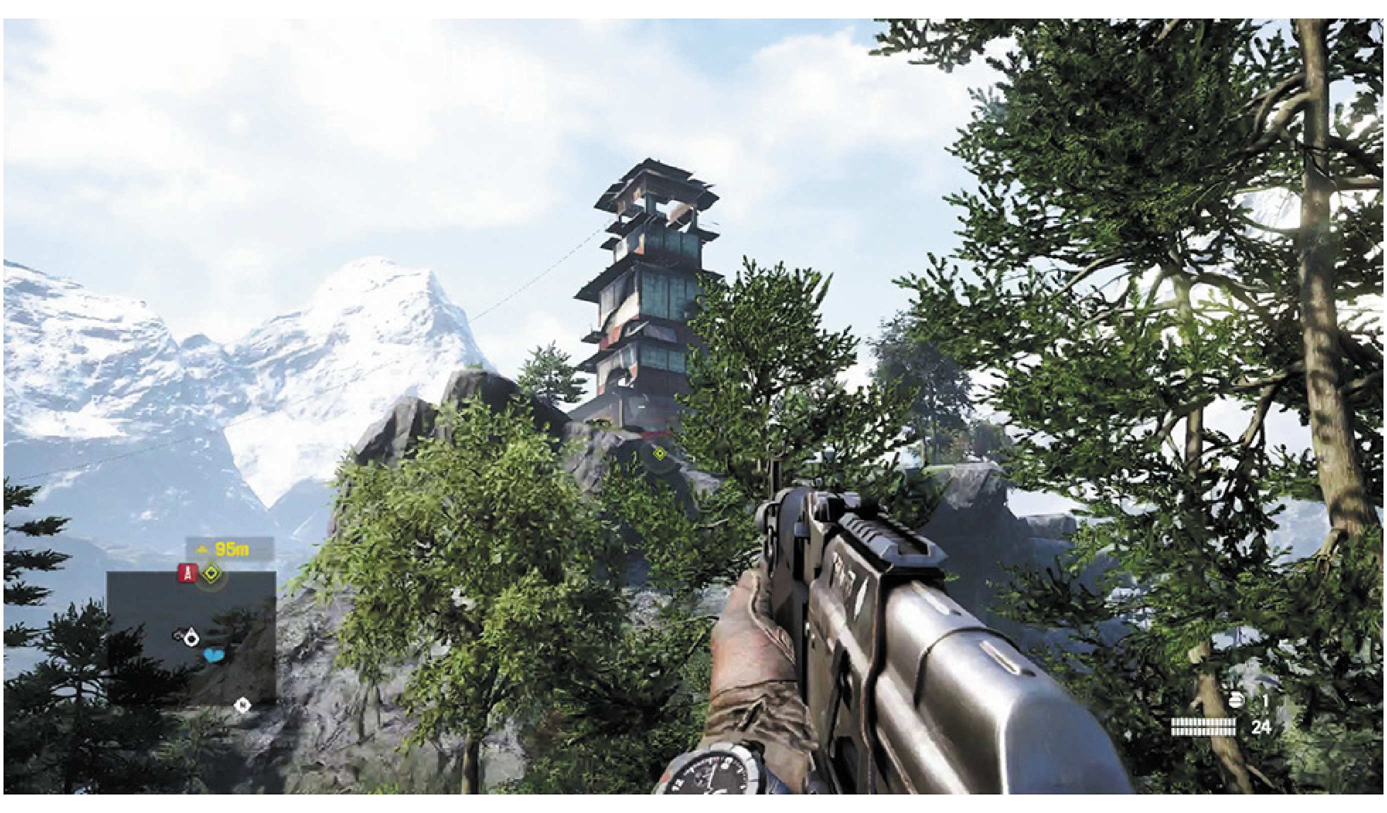
Propaganda Machine

After a tense cutscene, Sabal asks you to climb a nearby bell tower and disable Min's propaganda-filled radio broadcasts. You could take the ATV as you did before, but you might also consider walking and hunting your way there, to get more skins for crafting. Your call.

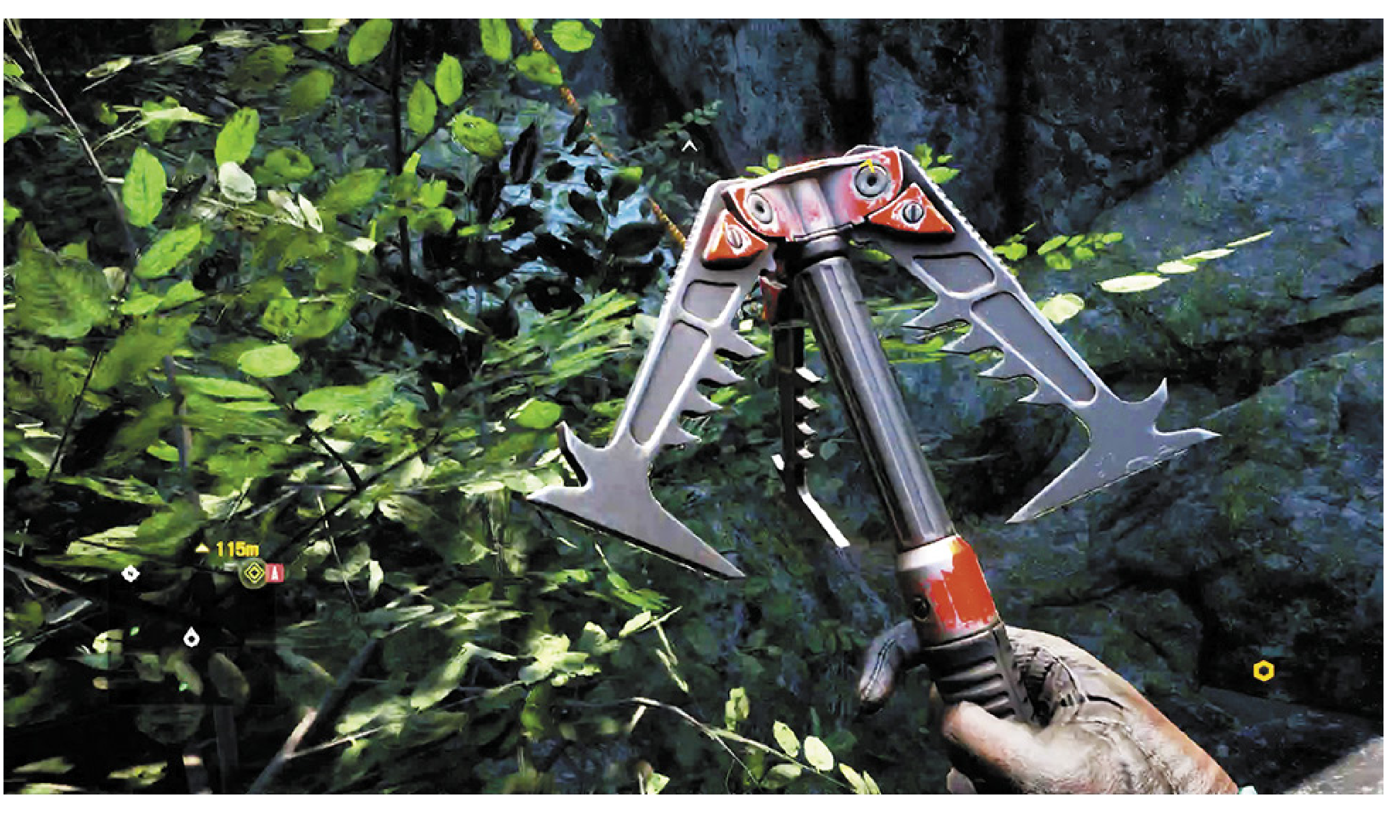
TIP

You can see what the dominant animal types in any region are by zooming in all the way on the map and looking at the animal silhouettes (or by checking the maps included with this guide).

Once you arrive at the mission area (the yellow splotch on your mini-map) you'll realize you can't just walk up to the tower. Not unless you can scale sheer cliffs.

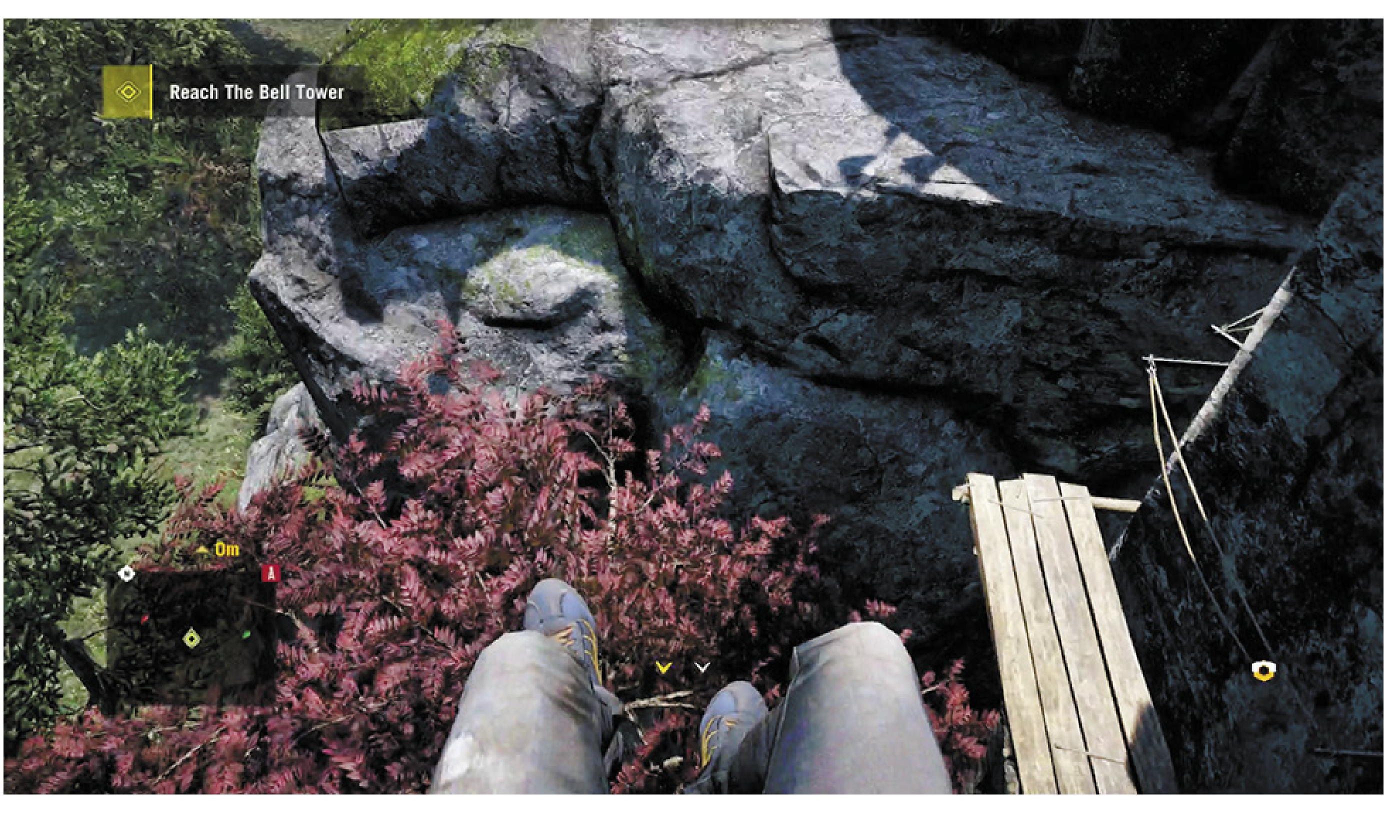


However, if you wander around the periphery, you'll get a message to "investigate the accident site", and you'll discover the remains of a rock climbing excursion gone horribly wrong. On the bright side, you just got a free grappling hook.



Grab the hook and look up. You'll see a tiny hook icon at the anchor point and you should get a prompt telling you how to throw your hook. Once that's done, it's just like climbing the rope you tackled earlier.

After scaling the cliff, you'll come to a wide gap with a grapple point about halfway across. You now have two options. It *is* possible to swing across, Tarzan-style, but if you're not at the right height on the rope, you'll either slam into the cliffside or plummet to your death. A slightly safer, less thrilling option is to swing to the wooden walkway to your right and then leap from there to the other side.



There's no shame in dropping onto the wooden walkway. It's a long way down if you miss that rock ledge.

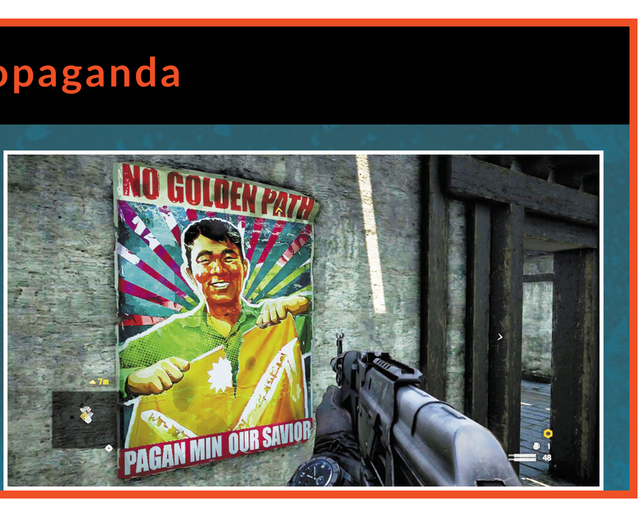
Once across, you can swap your handgun for the dead guard's Mark IV.

You'll then come to another grapple gap—this time a two-grapple sequence. Grapple the first anchor point, swing forward, then grapple the second one when the prompt appears mid-swing. Climb up the ledge to reach the tower. You'll see several new gameplay elements here, including propaganda posters (see sidebar) and hives of killer bees that attack anyone nearby when their hive is disturbed. Say, by a few rounds from an AK47?

Once both guards and the poster are down, head inside the tower.

Pin-up Propaganda

Far Cry 4's most common collectible item is the propaganda poster. In all, 150 of these admittedly stylish, yet utterly unwelcome wall hangings are spread throughout Kyrat, and the more of them you destroy, the more karma you'll earn. (See the Collectibles Section for a complete rundown of every poster location.)



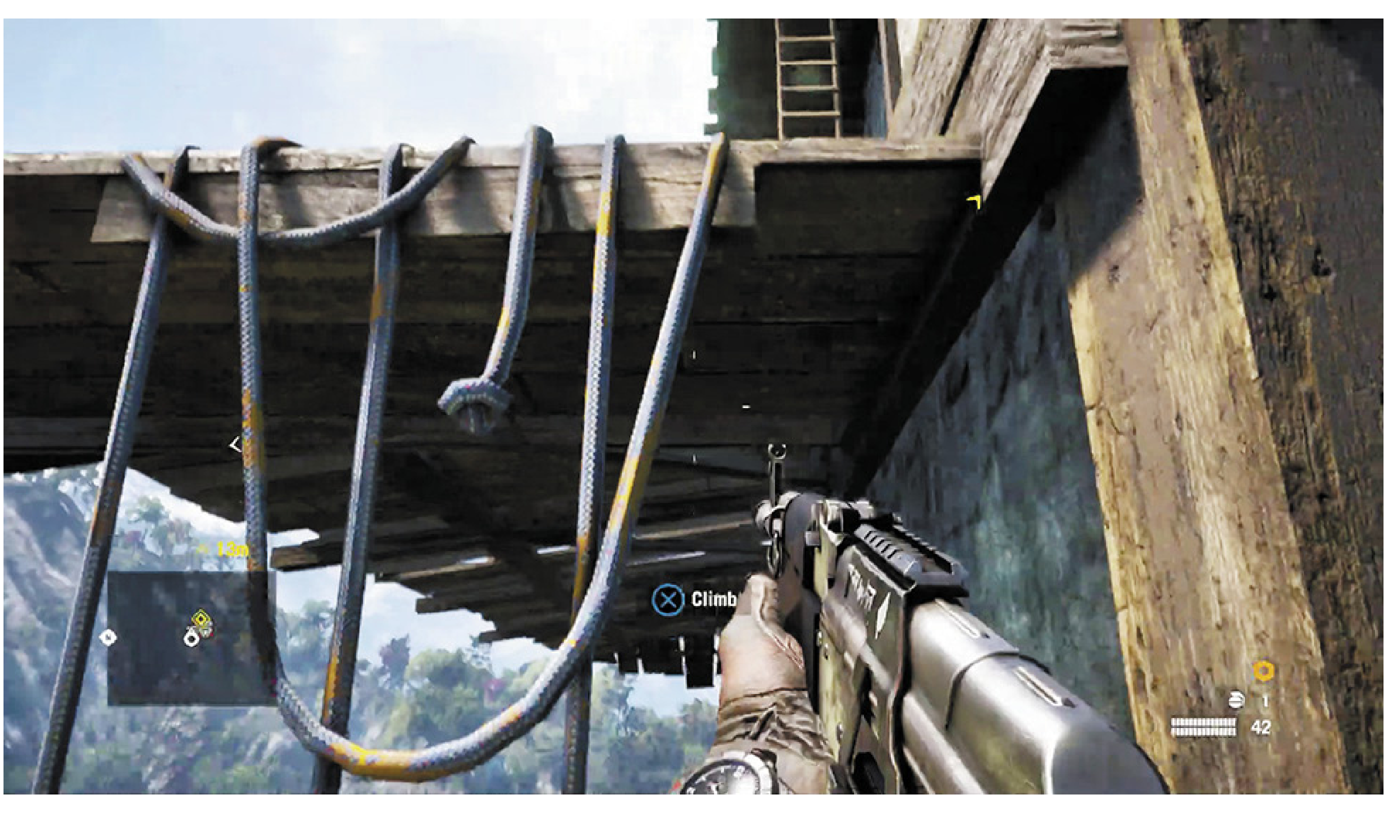
THE RADIO TOWER

Radio towers are basically vertical puzzles. You want to hijack Min's propaganda transmissions, but to do that, you need to figure out how to get to the top floor. For example:

1F: Take stairs up to 2F.

2F: Kick boxes, go up stairs to 3F and out onto the wooden roof that skirts the level.

3F: Go clockwise around walkway to find a climbable ledge (look for the blue ropes) to 4F.



Any time you see blue ropes draped over something, that means you can climb it.

4F: Walk across the narrow beam and climb stairs to 5F.

5F: Bash boards and take the outside walkway clockwise to the climbable ledge to 6F. However, pass under it first to reach the chest, then come back.

6F: Go clockwise on the walkway to the gap. Tightrope or jump across, then climb the ledge to 7F.

7F: Walk clockwise on the narrow walkway to reach the ledge to 8F.

8F: Hop counterclockwise to reach a breakable wall and plunder the chest. Then head back out and climb the ladder to 9F.

9F: Watch out for angry birds, loot two chests, then disable the radio.

Careful up here. This is black eagle territory and they don't like feather-deficient visitors.

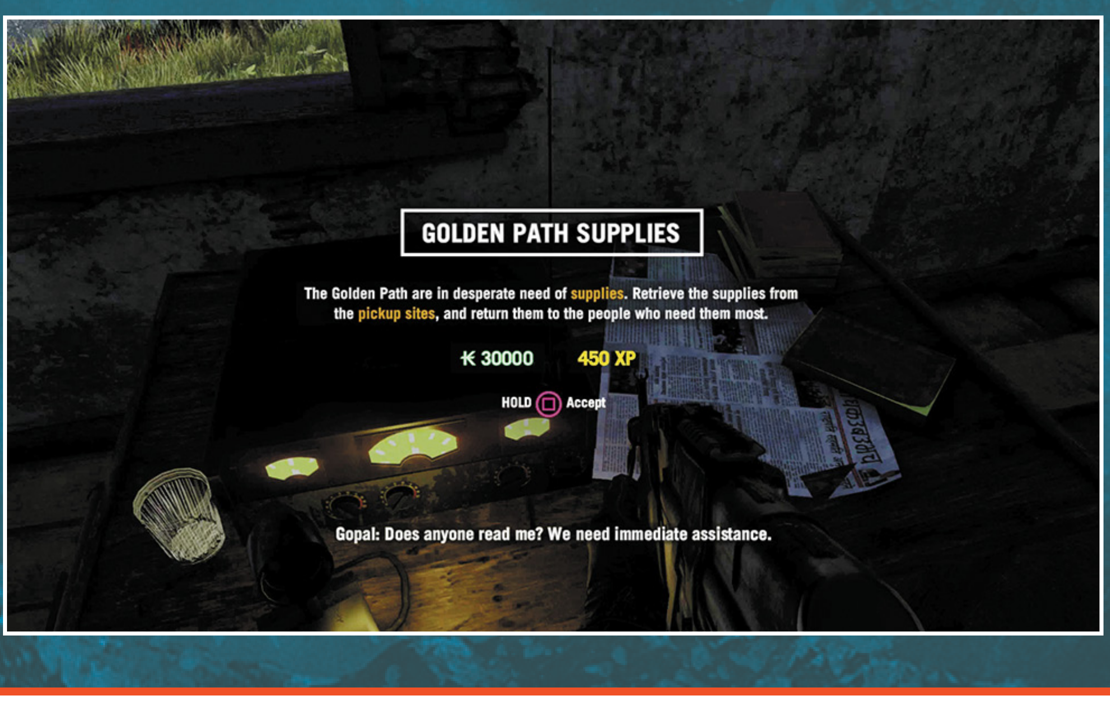
Liberating the radio tower will have several effects. First and most importantly, some of the fog on your map will clear, revealing the nearby roads, terrain, new quests and activities, and three new locations (in this case, Old Isha's House, Kyra's Refuge, and Prabhakar's Farm). Second, it unlocks a new weapon at the trading post (your gun cabinet), which you can have for free. Finally, Min's propaganda broadcasts will be replaced (in vehicles with radios) by DJ Rabi, a pirate radio host who rambles on about everything from Jean-Claude Van Damme's physique to how crazy it would be if honey badgers could operate firearms.

That finishes this mission. Sabal will now call with instructions to go see someone named "Longinus."

Now comes the best part: the zipline down.

Urgent Shmurgent

If you touch down near the little shack, you'll hear Gopal begging for help over the radio. This is a Golden Path Supplies quest (covered in detail in the Quests and Activities section). You can do it now, but you definitely don't have to. Despite Gopal's insistence that it's urgent, the quest won't expire if you don't do it immediately. In fact, it'll still be here after you've finished the entire story campaign.



GOLDEN PATH SUPPLIES

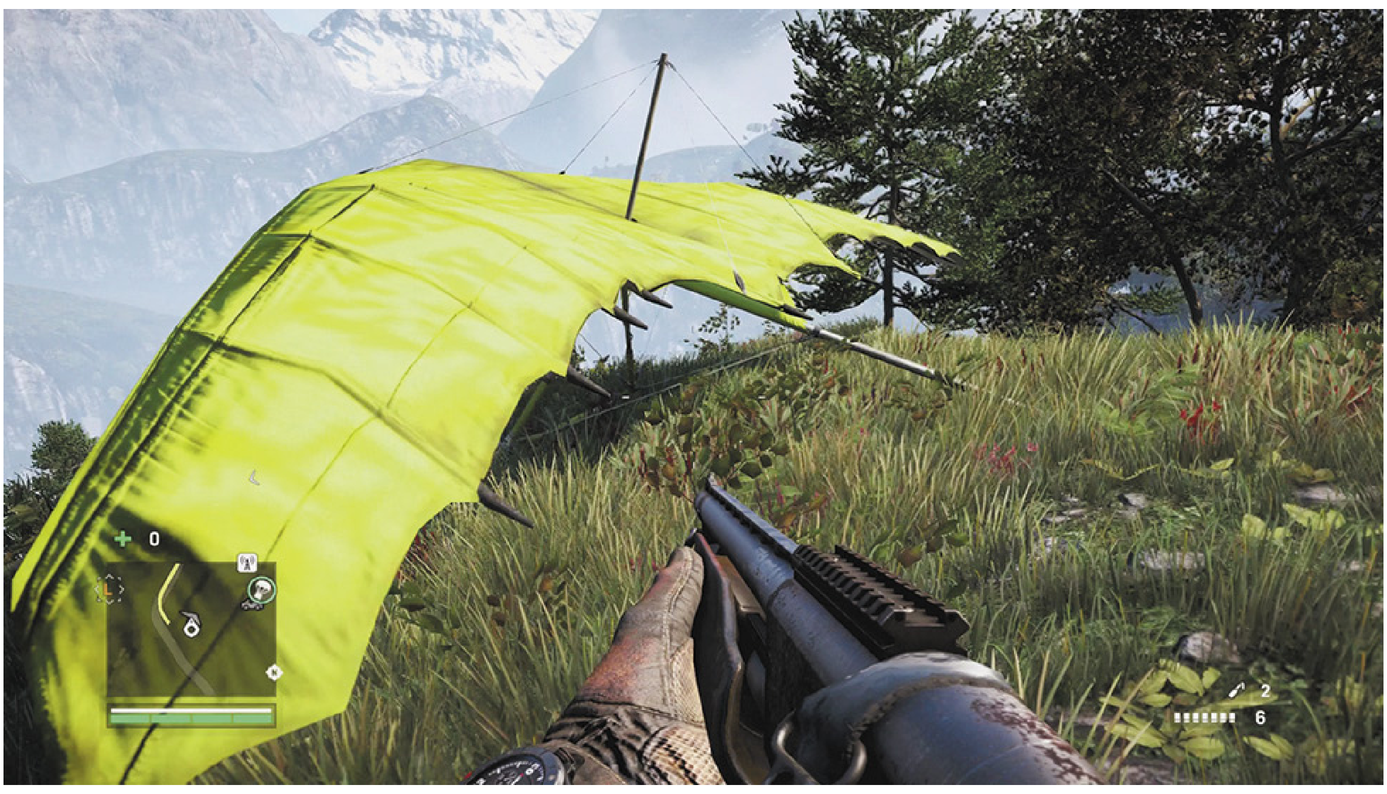
The Golden Path are in desperate need of supplies. Retrieve the supplies from the pickup sites, and return them to the people who need them most.

₭ 30000 450 XP

HOLD □ Accept

Gopal: Does anyone read me? We need immediate assistance.

Pop open your map and set Longinus's home (the L) as your waypoint. Looks like it's straight ahead. If only we could fly there somehow . . . . Oh.



Behold! The Death Kite.

CAUTION

The hang glider is rare among *Far Cry 4* vehicles in that it's a one-way ride. And also a death trap. You can easily push it into a dive, but making it ascend again is another story. Manage your altitude and angle carefully, come in at a flat angle, and dismount a few feet off the ground (when the prompt appears). That way, you'll reach your destination alive and on-target instead of leaving a spectacular red smear a hundred yards from your intended landing point.

TIP

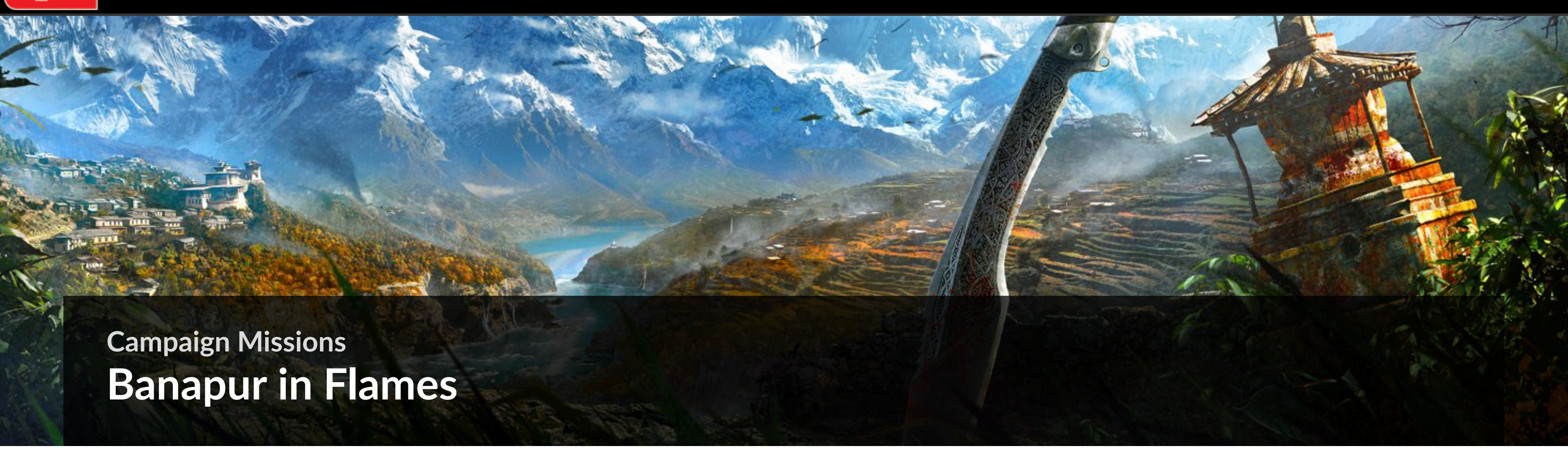
The glider is deceptively dangerous to dismount, but once you get the hang of it, you'll be happy to know that there's usually one perched on the edge of the fields in Banapur, ready and waiting for you.

When you reach Longinus's place, you'll hear a hail of gunfire, but don't worry. It's just the shooting range. Loot the chests, grab the poster, and head inside to meet Longinus, a Bible-quoting, slightly unhinged arms dealer.

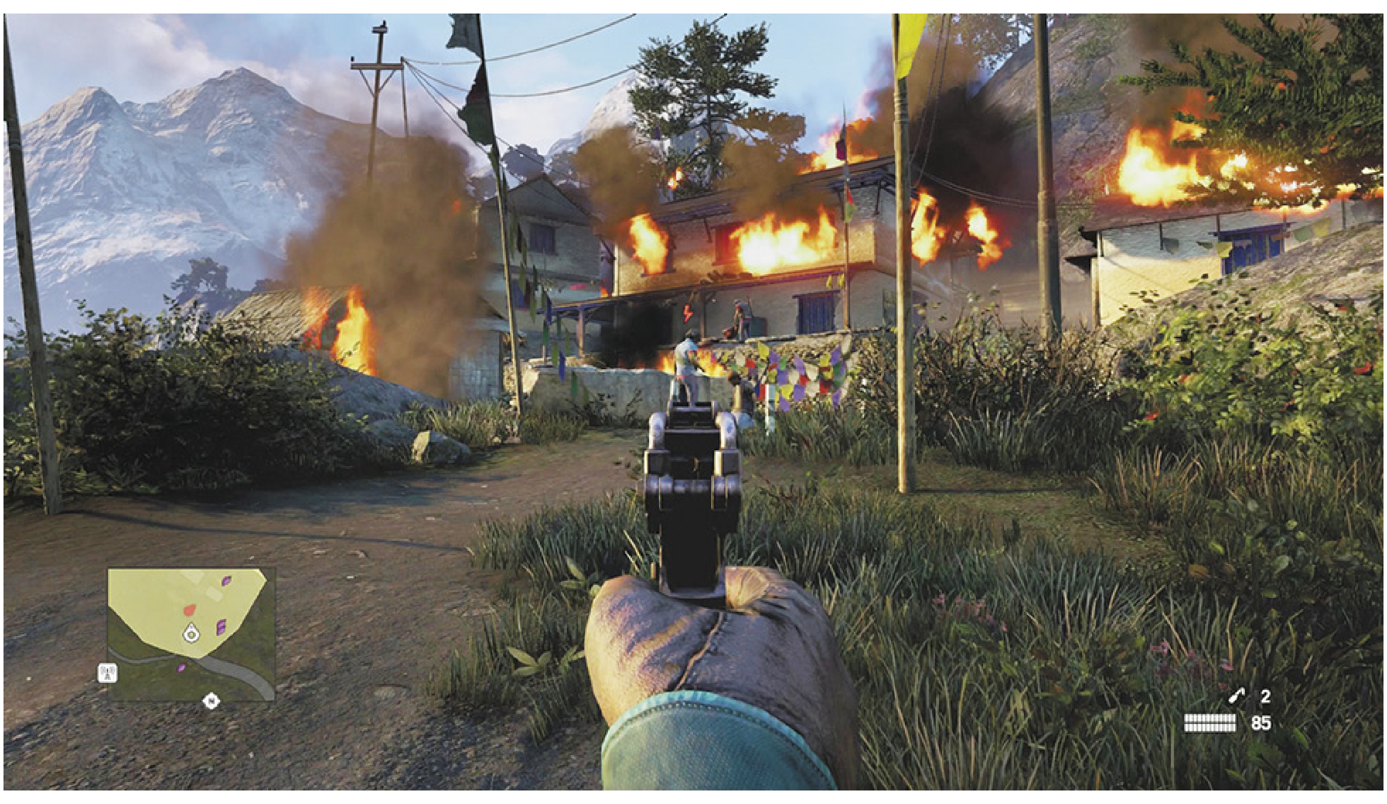
Longinus: Here. This is for the first one.

Longinus will promise you a new free gun for every tower you liberate. Good deal! Unfortunately, the first gun he gives you is the Skorpion, which you probably already have. But with sixteen other towers left to go, you've got decent odds of getting some good stuff from this arrangement.

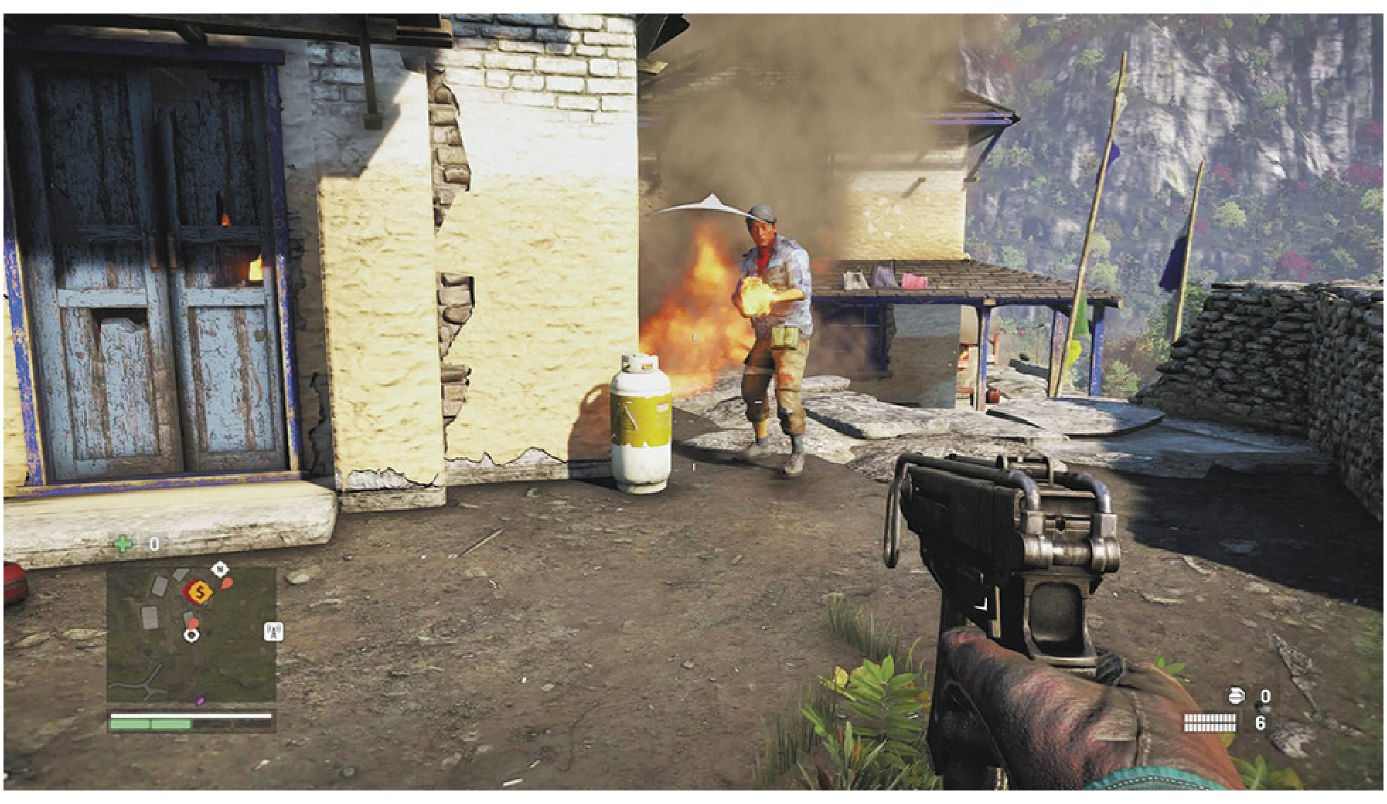
Sabal will call in and tell you not to return to Banapur because it's under attack. So, naturally, you head straight there. Your fast travel will be disabled, so you'll have to drive. Be ready for roadblocks. You should also notice three new enemy types: the berserker, who carries a shotgun; the beheader, who who runs right at you bare-chested and swinging a knife; and the pyro, who tosses Molotovs until he gets shot, bursts into flame, and then runs right at you.



Banapur in Flames



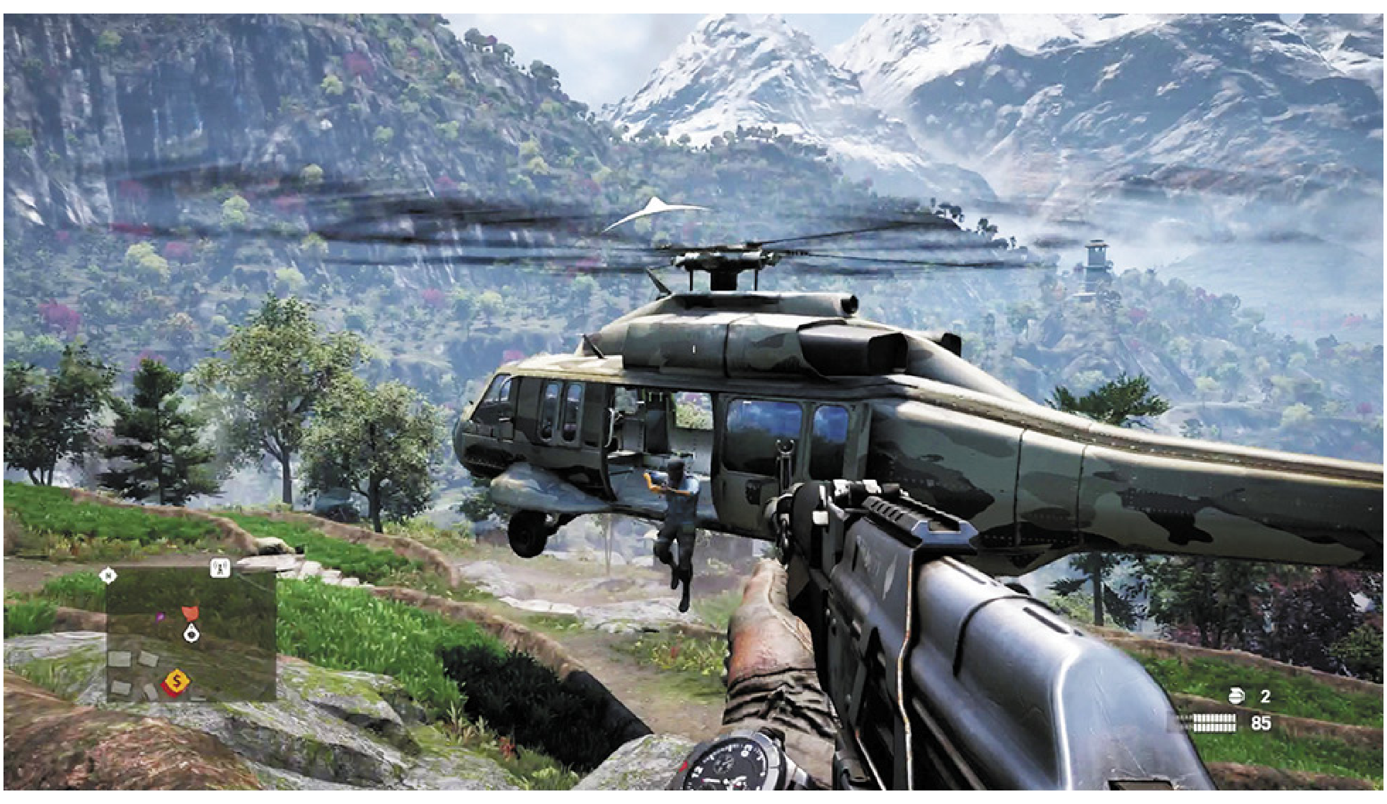
You'll enter Banapur from the east, via either a side road that comes up by the fields or the main road near the archery range, where the ATV usually spawns. Regardless, you may get a takedown or two, but there's not a lot of opportunity for stealth here, what with all the fire throwers and soldiers sprinting around. A straightforward attack using lots of bullets and hiding behind cover to heal when needed will serve you better. Also, keep an eye out for explosive tanks, which are suddenly everywhere.



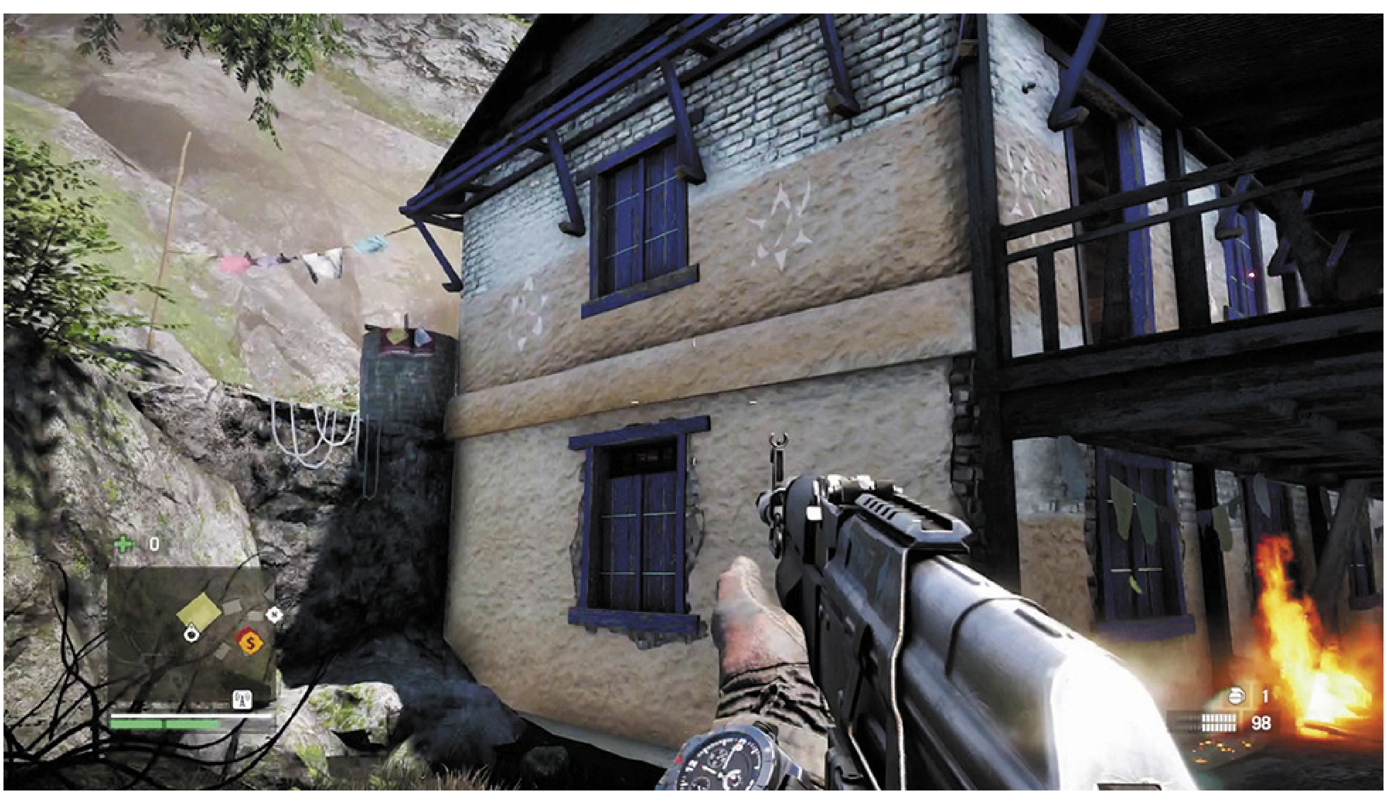
Once you've cleared the city once, helicopters will drop off reinforcements in the eastern fields.

TIP

Got grenades? Lob 'em in through the copter's open door.



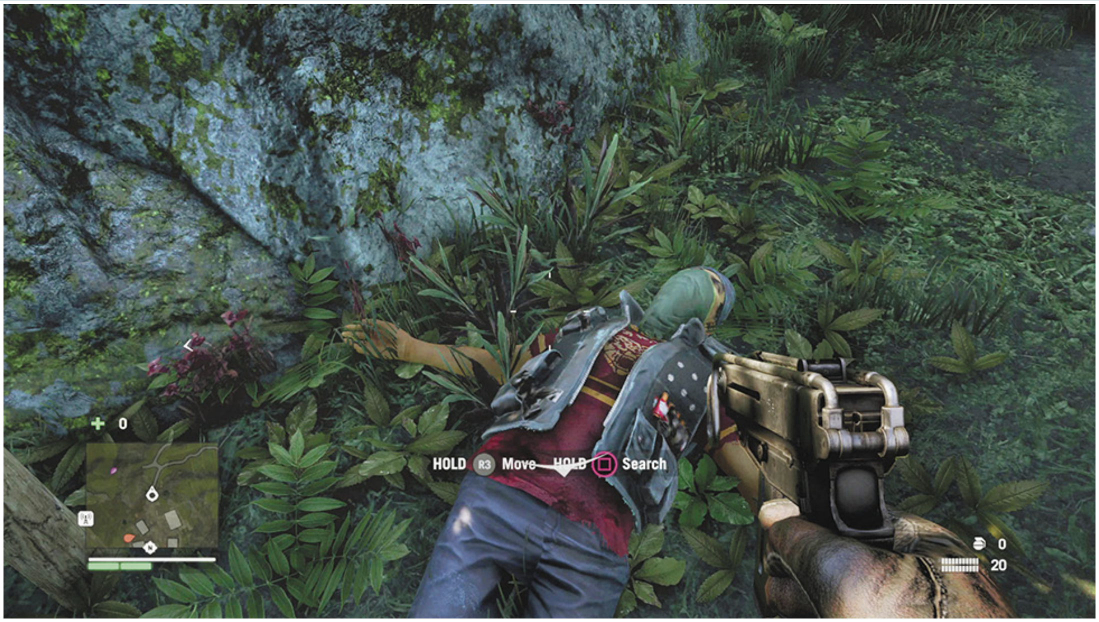
You'll also receive a request to fetch Bhadra from a burning building. The door is inaccessible, but you'll find a climbable ledge around the building's left side.



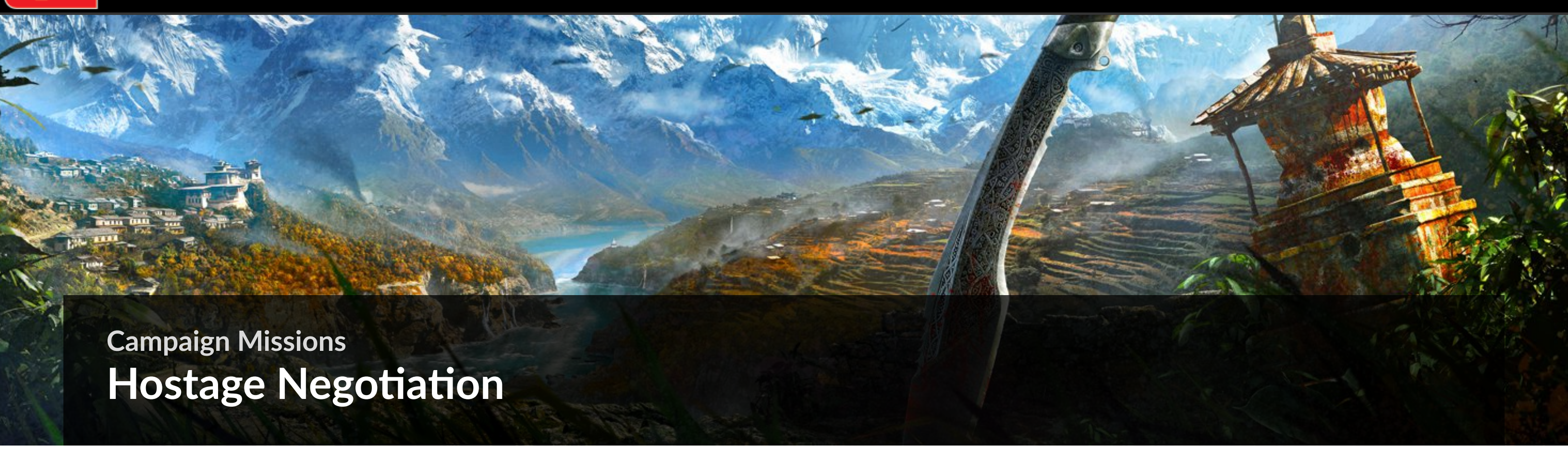
Climb up, brace yourself for the enemy about to charge you, then go in the window and down the ladder to find an unconscious Bhadra.

Taking Your Shot[gun]

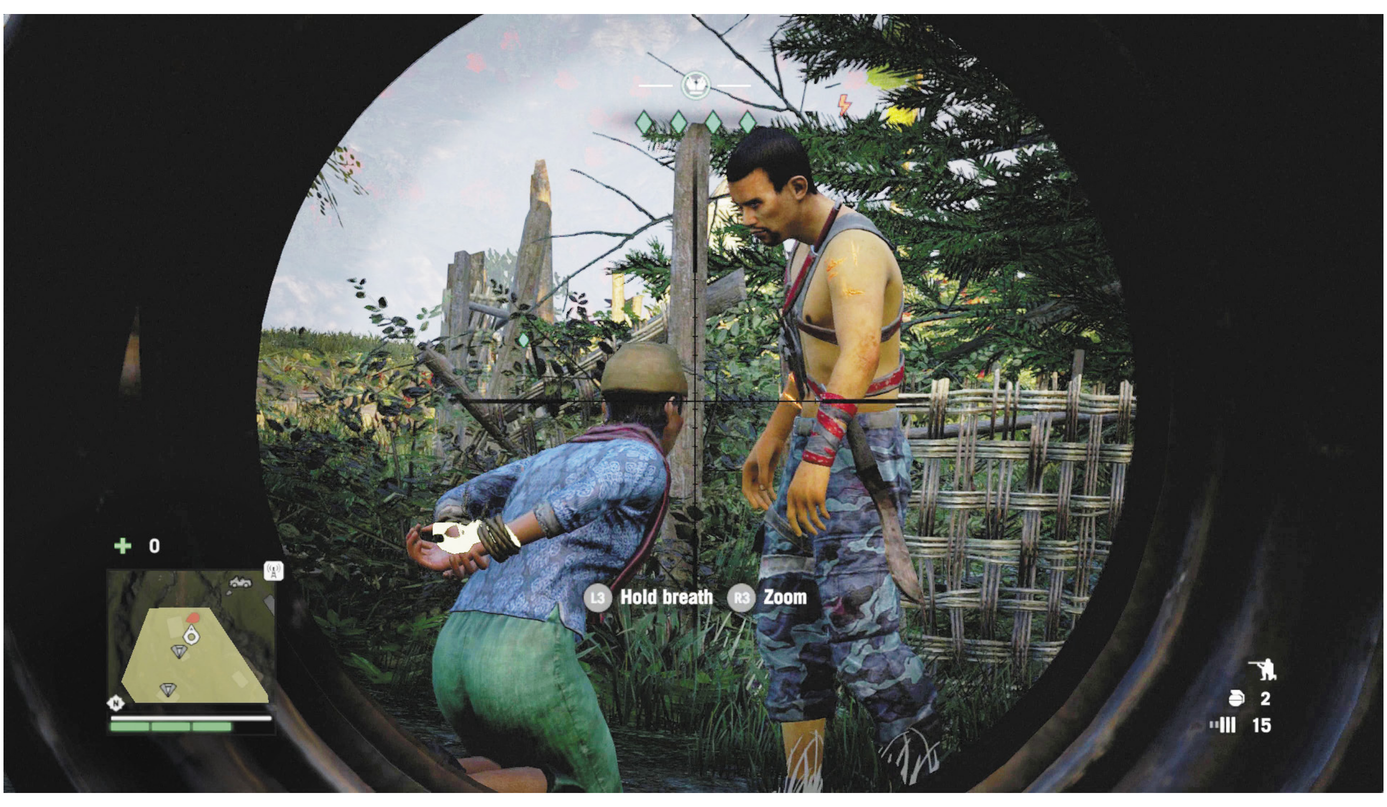
Take the time to check corpses during and after this battle until you find an M133 shotgun. Every wild animal in the game, from wolves and badgers to tigers and rhinos, loves to charge you, and the M133 stops most of these charges cold. It also perforates enemy humans pretty well. For our money, it's the most essential weapon in the early game.



Look for berserkers, the enemies wearing bandanas and red shirts. They carry the M133.



Hostage Negotiation

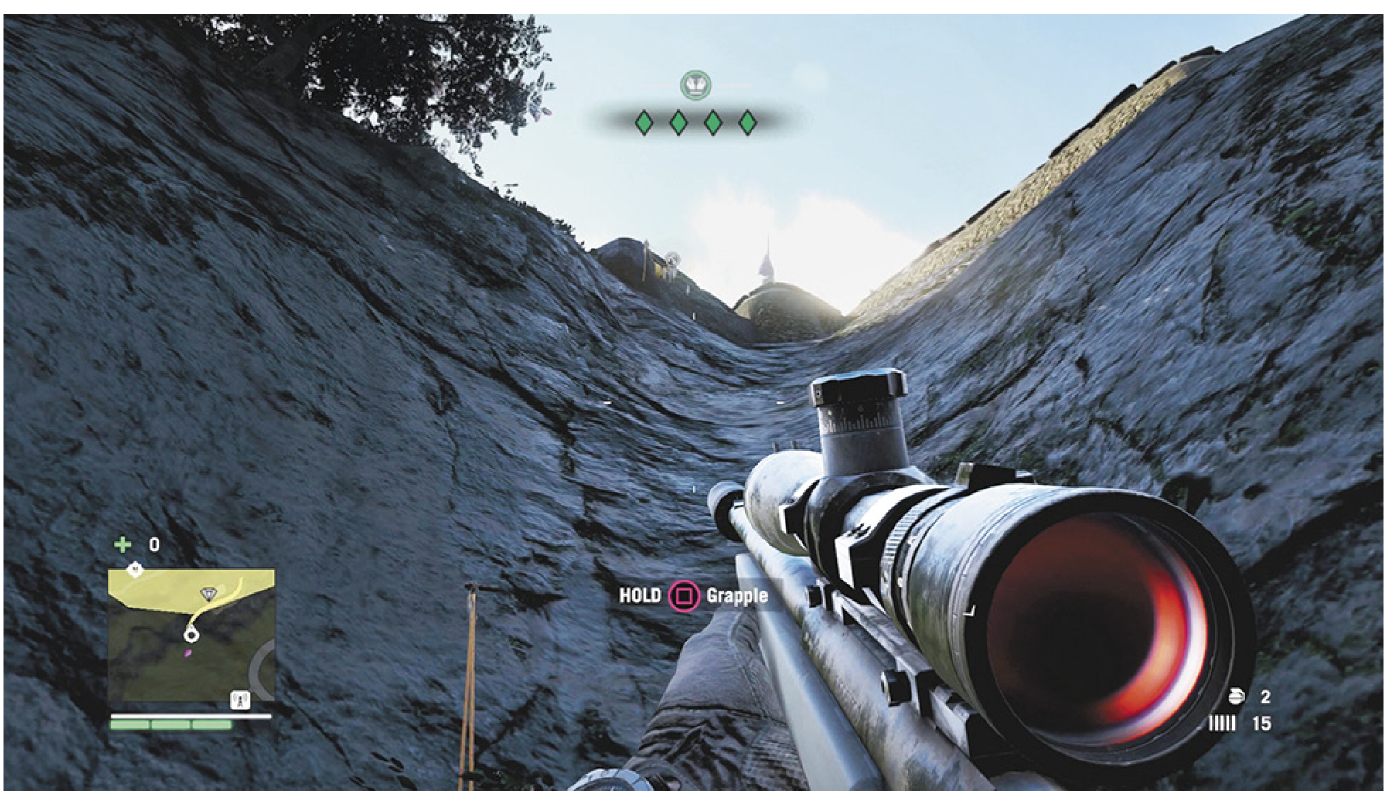


Hostage rescues are among the most stealth-focused missions in *Far Cry 4*, so it's a good idea to bring along a silenced weapon. We're going to go double-duty and bring along a silenced, scoped M-700 sniper rifle and also slap a sound suppressor on either a Skorpion or an AJM 9. If you're more daring, you may want to keep the silenced sidearm, but swap the sniper rifle for a shotgun or machine gun just in case things get out of control. If you've upgraded your weapon holster to three weapons, your options here are *much* greater. And if you haven't, there's great hunting on the way to your new destination.

TIP

If you have a spare skill point, consider putting it into the Drag Takedown, which comes in handy when hiding bodies during hostage rescue and assassination quests.

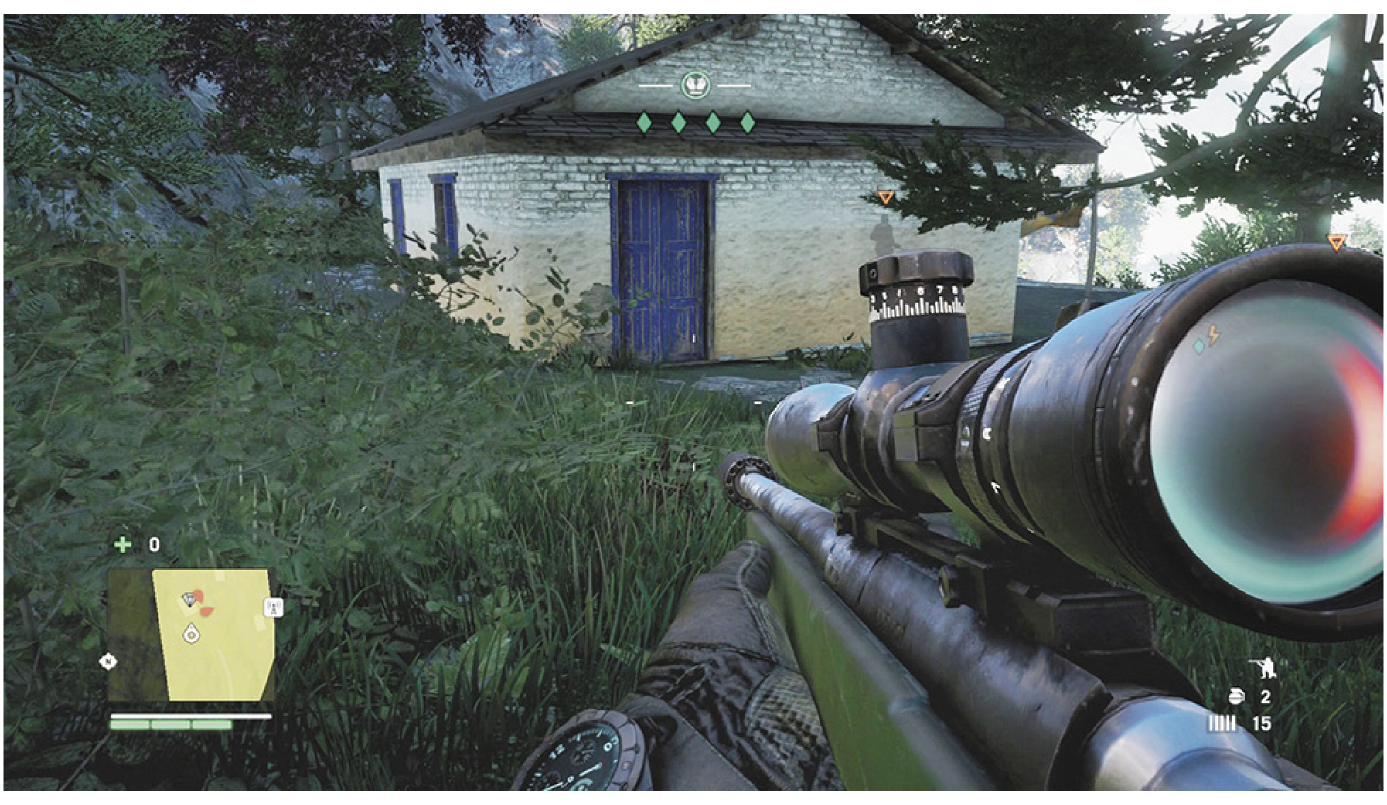
The idea of hostage rescue quests is to eliminate the enemies (marked with orange or red markers) while leaving at least some of the hostages (green markers) alive. As stealth missions, you may prefer to do them at night, because it makes the markers above tagged enemies easier to see and track. And operating under the cover of darkness can't hurt, either.



Yellow ropes hanging from a cliff indicate a grapple point. The diamonds on screen represent your number of still-living hostages.

When you arrive at the site, you'll have multiple options for how to enter. There's the main path up, and it's pretty easy to traverse unseen if you hug the cliffs and use the foliage for cover. But if you follow the cliffs off to the left, you'll also find a grapple point that offers two additional points of entry. One is low and another, if you chain into the second grapple, puts you at the top of the whole level, near a shack with a blue door. This is our favorite entry point, as it enables you to take out the three uppermost guards without sneaking all the way up to them.

Whatever route you take, make it a priority as you go to camera-tag all five enemies (two up top guarding hostages near the shack, two patrolling the courtyard below, and the fifth by himself across the lot with the other two hostages) and at least two hostages (your minimum survival requirement). The main path offers the best viewing angles for scanning, but it can be done from any entry point. Hide yourself behind the shack with the blue door.

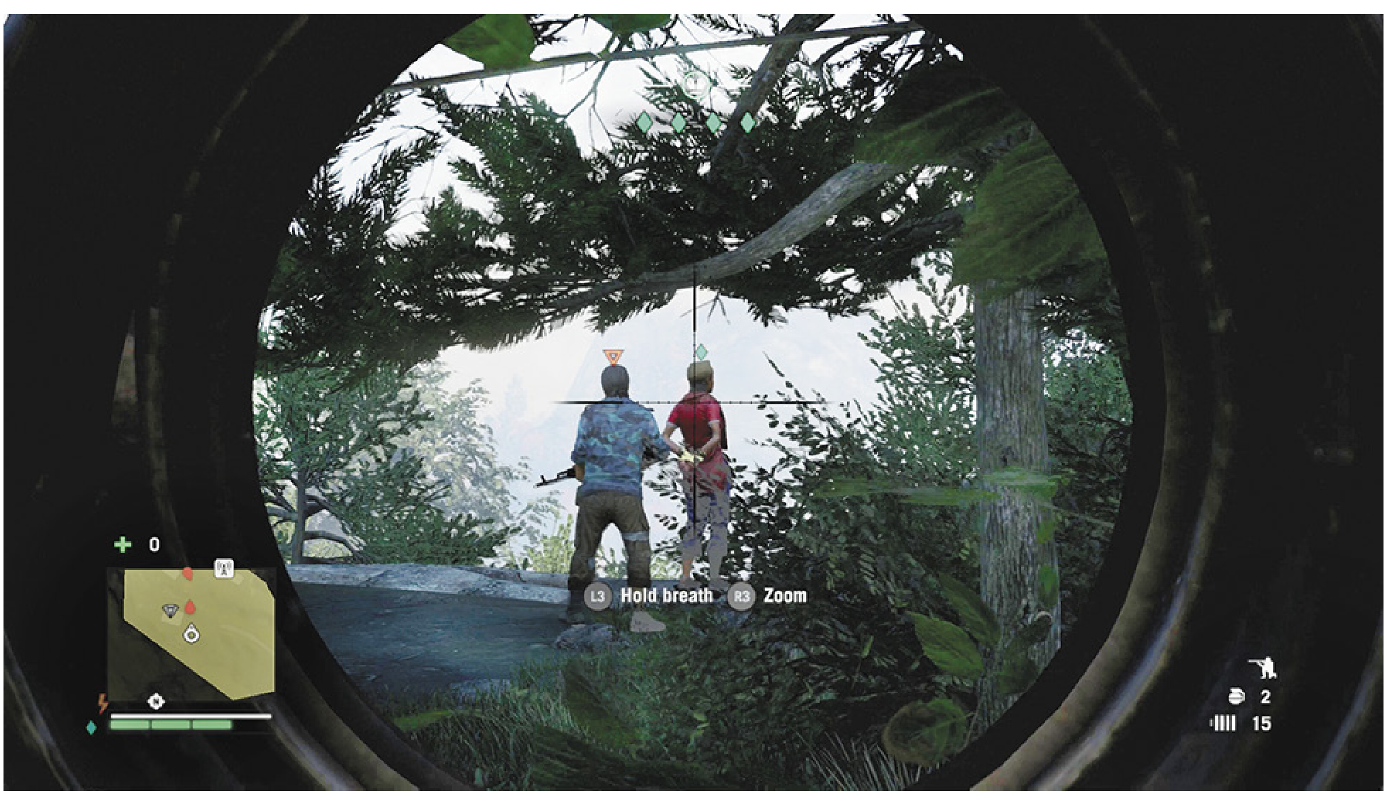


The roaming guard is the X factor here, because his route covers the entire area. If he's among the buildings below, leave him be. If he's up here, lure him close with thrown rocks and put him down first.

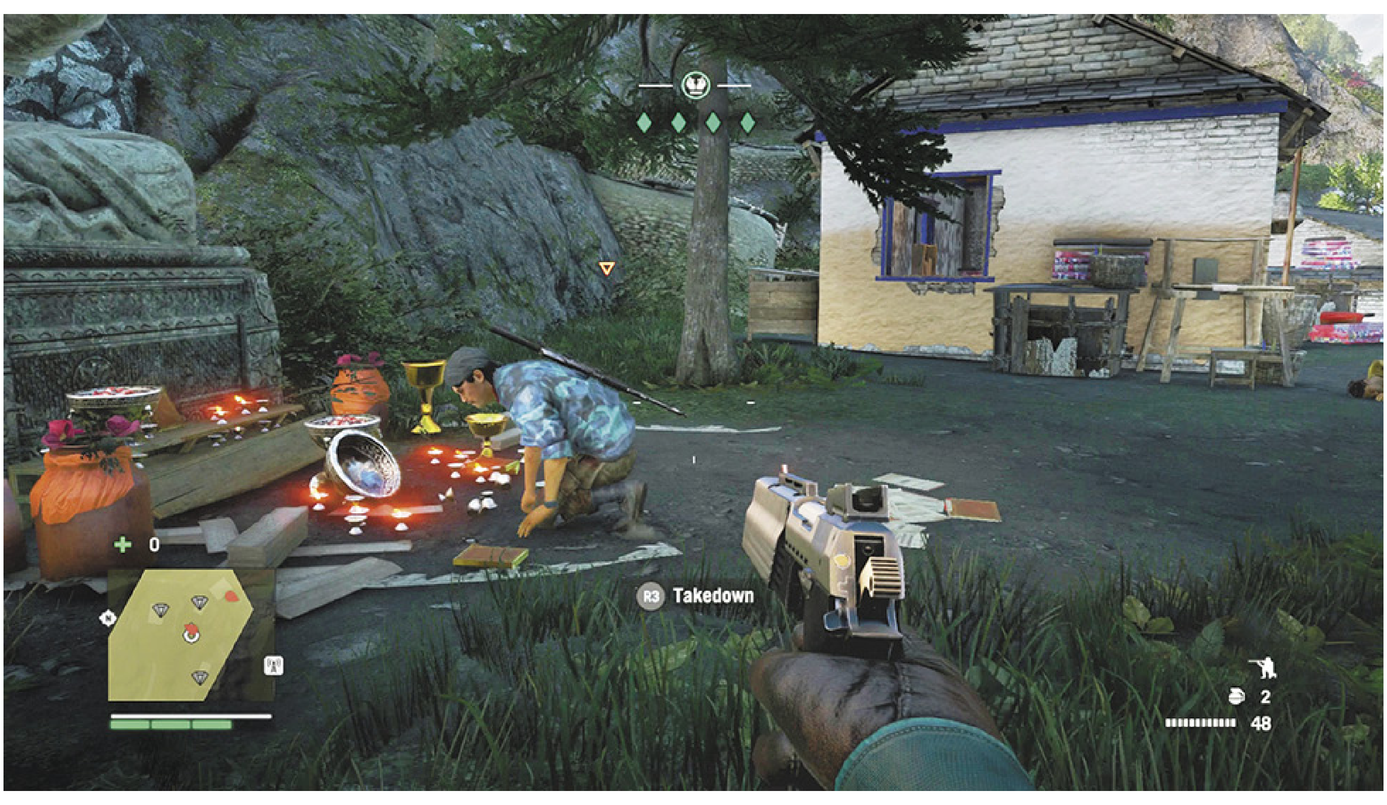
Either way, your next kill should be the guard on the porch, who's far too busy beating his hostage to notice you creeping up from behind and taking him down. Then, move on to the guard looking out over the courtyard. You can't untie the hostages yet, so take note of where the two guards on patrol are and head down the stairs.

TIP

These tips will get you through the level using only your knife. If you brought along a silenced sniper rifle, things get way easier.

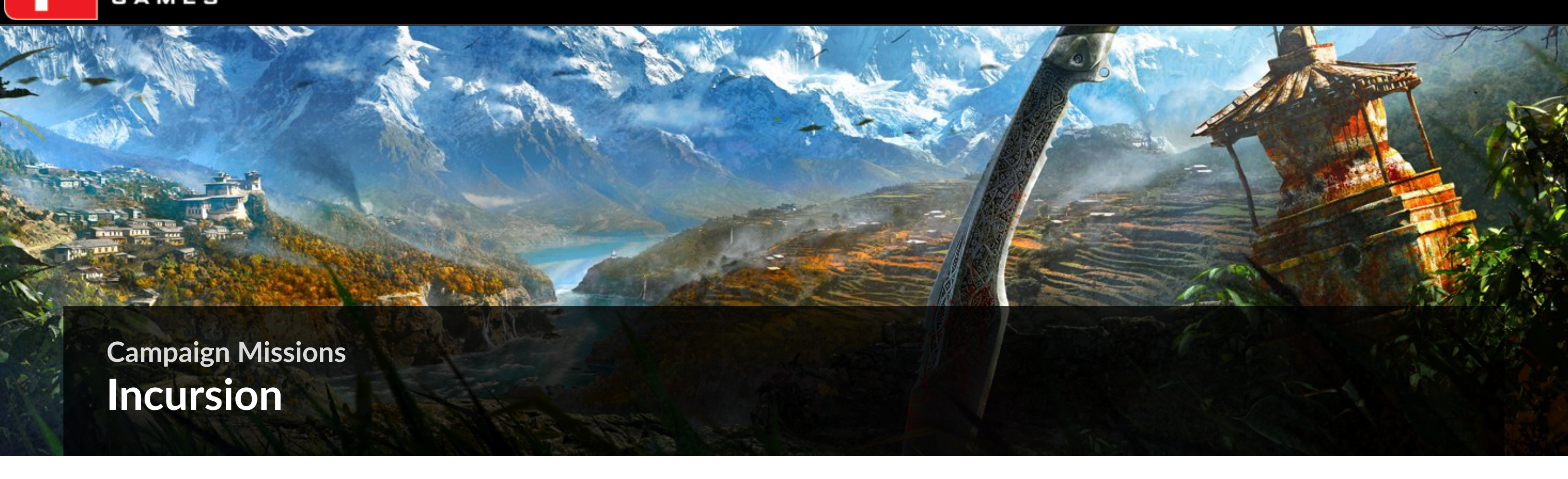


The two guards in this area represent your best chance of getting spotted. Wait until they separate, with one guard moving off among the buildings and the other hanging around the courtyard. If you've purchased a sniper rifle or other silenced weapon, you can put him down before you even descend the stairs. But more likely you'll want to just sneak up on him. You can hide his body, but it's probably not critical because the next thing you're going to do is take down his buddy, the only guy likely to find it. He should be conveniently strolling along the narrow, well-hidden spaces between the houses and the cliff (unless you've already wasted him).



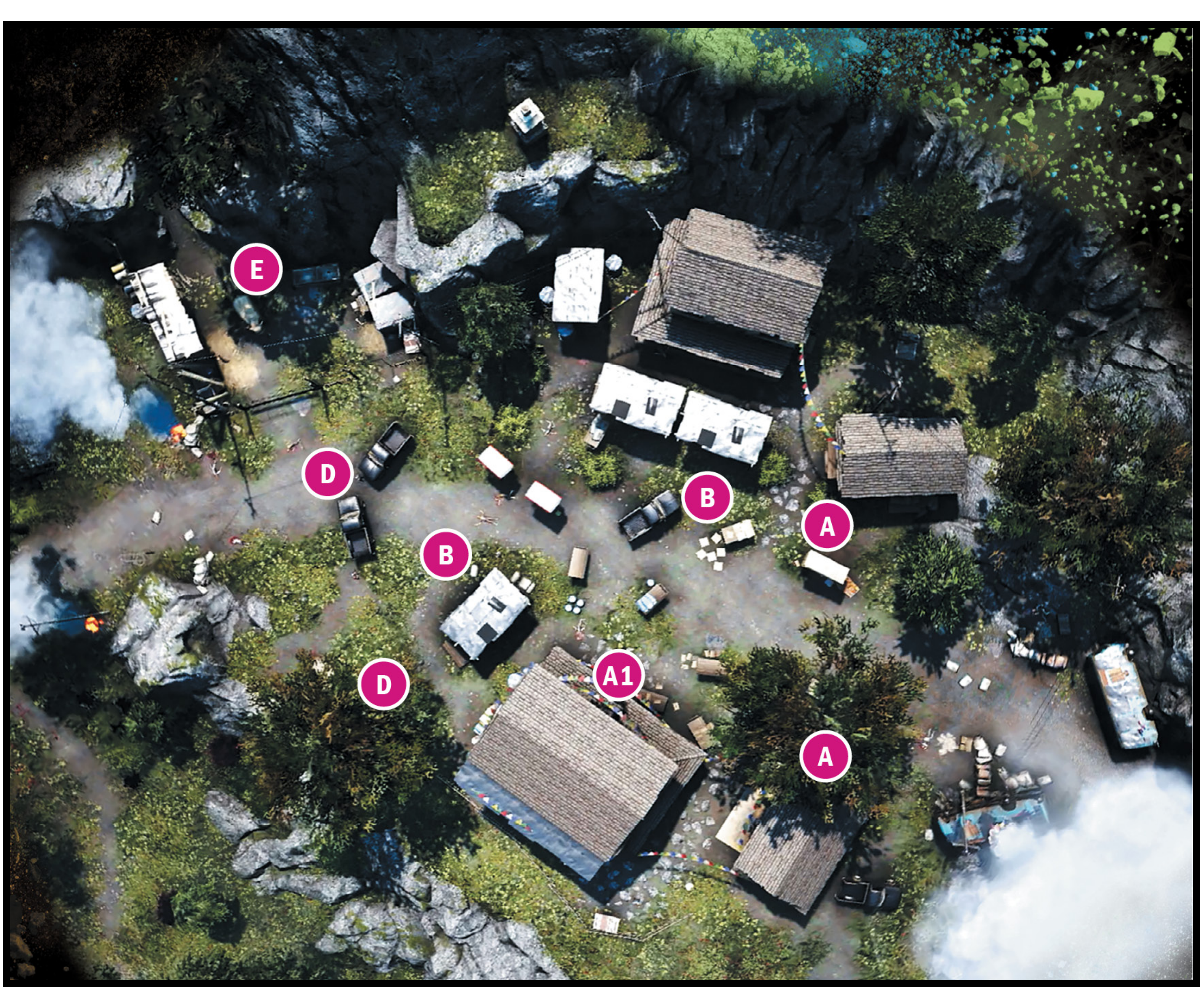
Finally, sneak toward the lone guard pounding on a hostage at the compound's edge. He's the toughest of the five to sneak up on, thanks to his constant shifting of position, but it can be done. Or, just snipe him or charge in for a takedown. But be careful not to hit the hostage. They're worth more alive.

Once he's down, your mission is complete. Untie the hostages for bonus cash, loot the place like a burglar, and listen to messages from Sabal and Amita, who will send you to liberate your first outpost.



Campaign Missions

Incursion



A1 Alarm

A Assaulter

B Berserker

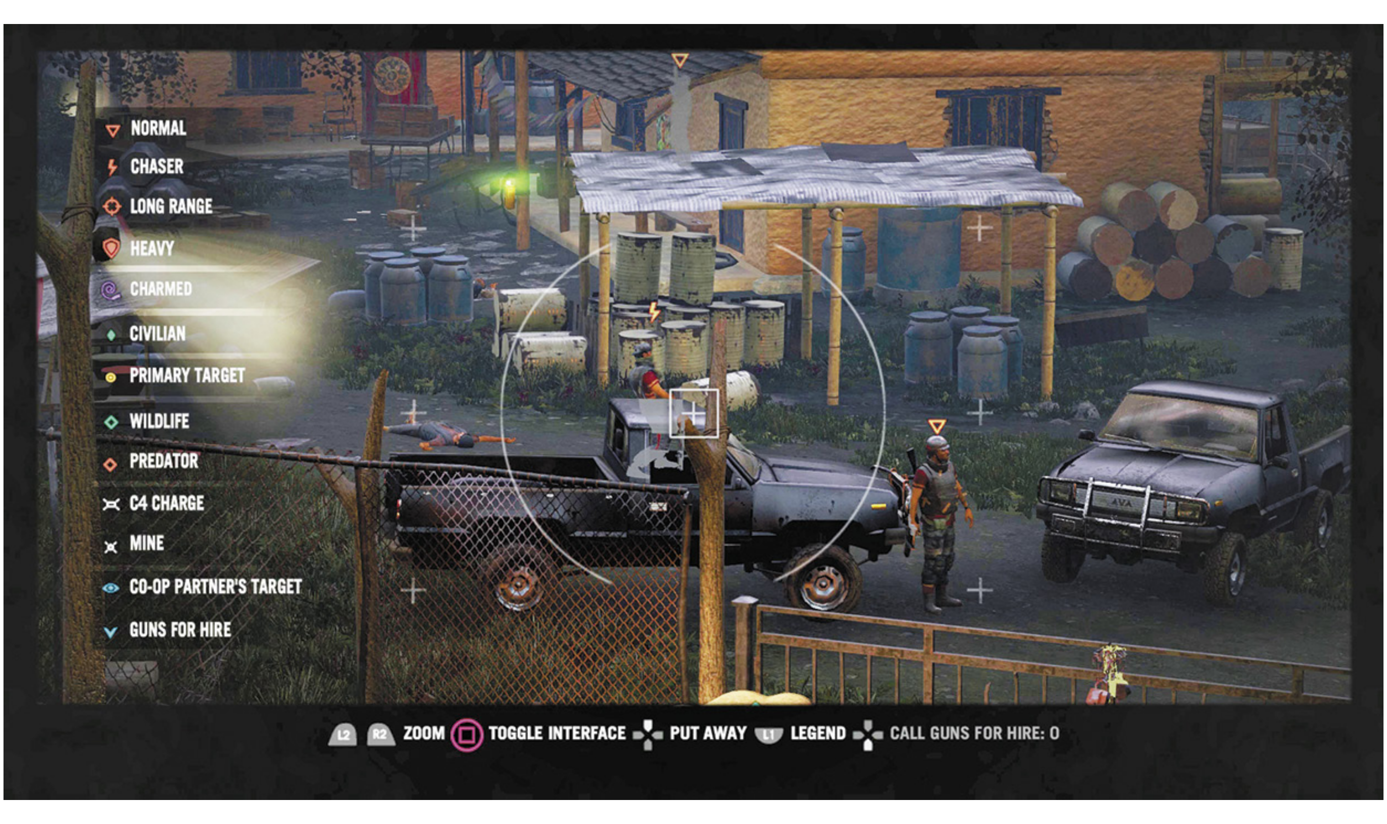
D Defender

E Elephant

The Golden Path has sent you to take down your first outpost: Khilana Bazaar.

Outposts aren't like any enemy hideout you've seen up to now. They're intricate, packed with enemies, and have alarms to call in reinforcements. They're also the point at which the sheer open-endedness of *Far Cry 4*'s design really delivers. You can take down an outpost from almost any direction and use any tactics you like, from stealthily creeping in and sneak-stabbing every soldier in the place or sniping it clean from a distant hillside to charging down main street chucking grenades and pouring bullets into anything that moves.

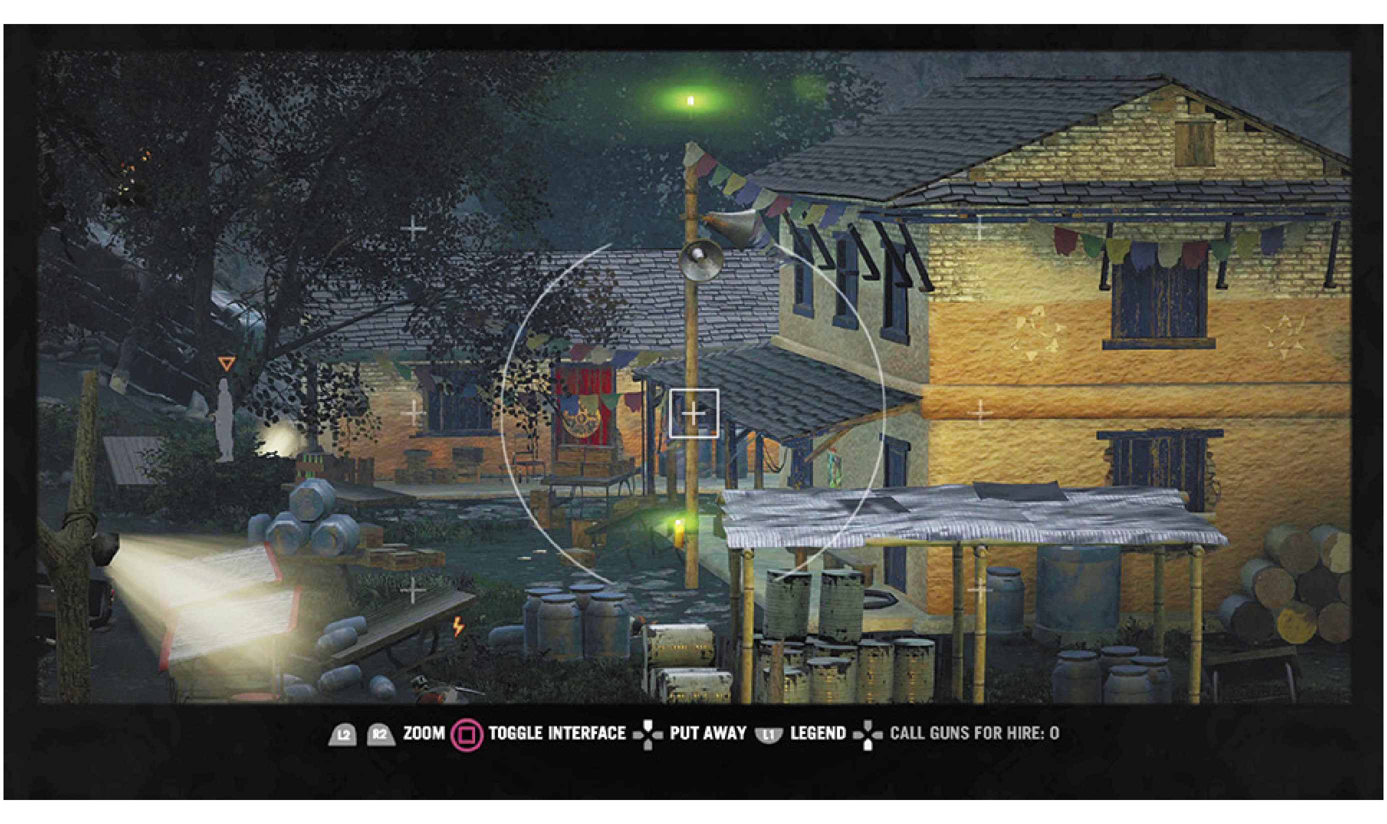
But regardless of what strategy you choose, proper recon is critical if you want to survive. So just before you get to the outpost, pull over and walk up the slope to the east. This will give you the perfect vantage point from which to case the joint before going in.



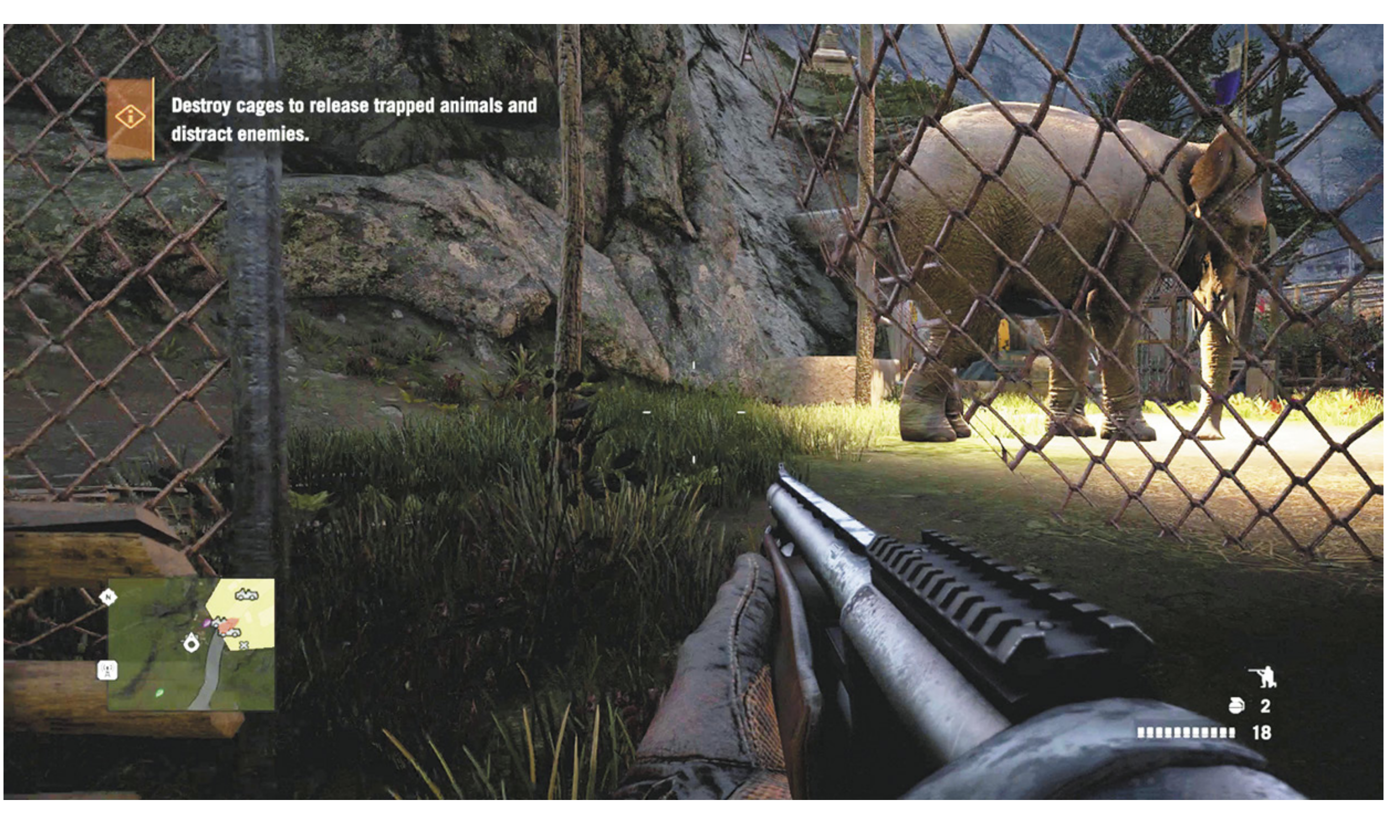
Your Left or My Left?

Words like "right" and "left" lose their meanings when you can approach a location from literally any direction. To avoid confusion in these situations, this guide will instead use the points of the compass—north, south, east, and west—which remain the same from any angle of approach.

Use your camera to scan the area from your vantage point. In addition to enemy locations, take careful notice of two things. First, note the alarm control, which is a yellow box mounted on a pole with bullhorn-like klaxon speakers and a green light on top.



Unless you *want* a bigger fight, your first priority should be to disable this alarm, either by hand or with a bullet from afar, so the enemy can't call in reinforcements. But this location has a second thing worth noticing:


Destroy cages to release trapped animals and distract enemies.
2
18

An elephant. Behind a gate with a gap in the fence and a lock you can shoot off.

Ordinarily, we'd say do whatever you like—that's the *entire* point of outpost takeovers. But this is too good an opportunity to pass up. First, shoot the alarm box, especially if you have a silenced weapon. (We bring a silenced sniper rifle to every outpost takeover and highly recommend it.) Then, shoot the lock on the elephant's cage door and either ride the pachyderm in (if you've purchased that skill by now) or follow him out.

Clear The Outpost
2
18

The elephant will probably clear the whole outpost for you. Just stay out of its way and pick off any stragglers lucky enough to survive.

Alternatively, you can ignore the alarm box and sneak straight into the elephant pen—there's a hole in the eastern fence or you can drop down from the north—destroy the lock, and let him rampage through both the regulars and the reinforcements. He's an equal opportunity tornado of destruction.

Once that's done, you and Amita (who has warmed to your existence) have a talk that leaves you pondering the whole purpose of your visit to Kyrat.

Head back to the outpost, which is now renamed Khilana Bazaar. If he wasn't killed in the fighting, you'll find an elephant here, along with the usual chests and a safe house. Once you've regrouped, take the southern road out of town to the big H on your mini-map. It's time to meet a new character.

Hurk is a buffoon. But he's YOUR buffoon.

MEET HURK

As Hurk will explain (but mispronounce, which somehow makes sense), he's the cavalry. If you invite a real-life co-op buddy to play alongside you, that player will appear in your game as Hurk. Or, if you'd rather stay solo but still have assistance, you can purchase Guns for Hire tokens that call in an AI-controlled Golden Path rebel (but not Hurk) to fight alongside you. Guns for Hire are better for full-frontal assault missions than anything requiring stealth. Some missions simply won't allow them. And they don't appear instantly (they have to drive to your location), so they're not an instant "get out of death free" card. But the tokens cost less than most ammo, so there's no reason not to keep a few handy for any time you want a wingman.

Turn back toward town, and take note of the narrow upward trail to the right (east) of the road. Before heading back toward town, take note of the strange, helicopter-looking device alongside the road. This is your new favorite thing: a buzzer.

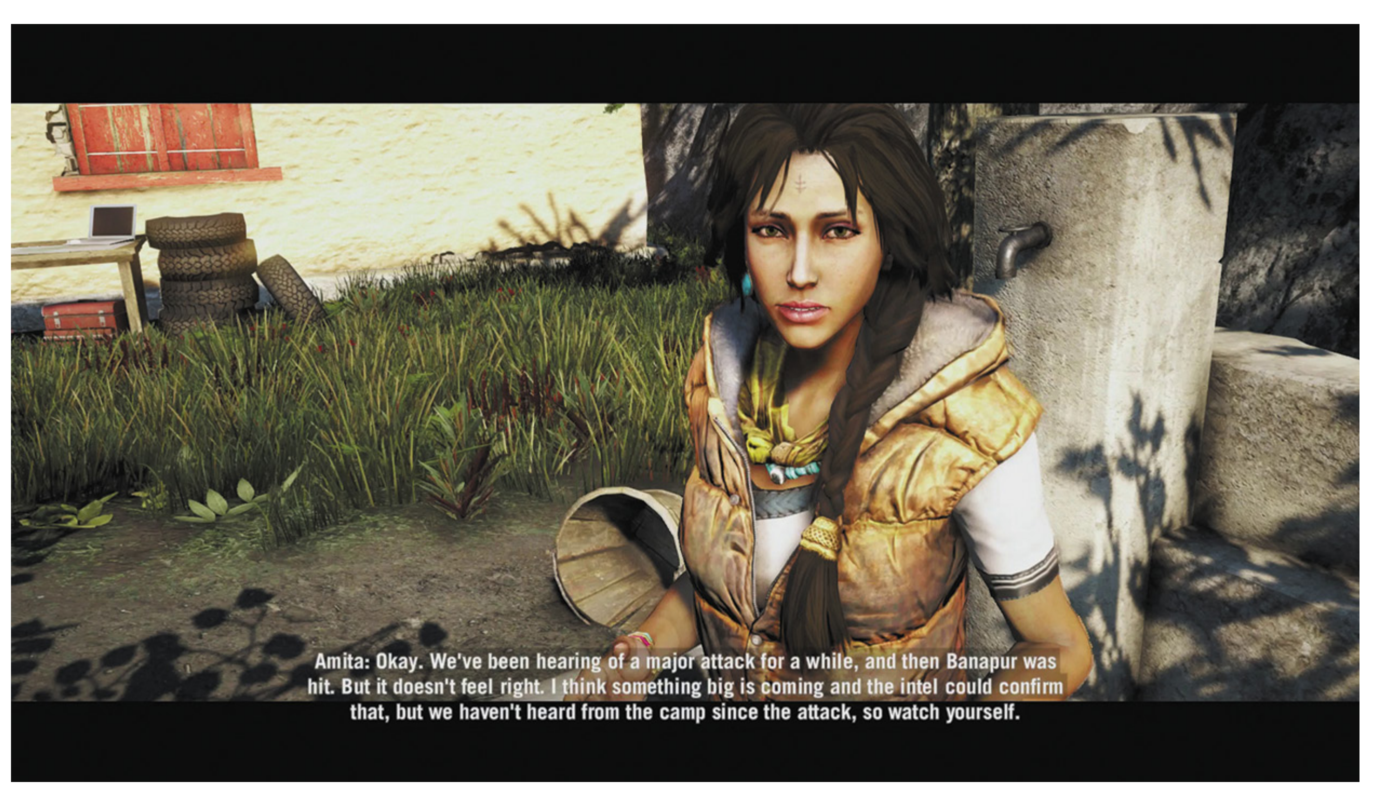
Buzz Me In!

One of the absolute best additions to *Far Cry 4* is the buzzer—better known as a gyrocopter. This little beauty can go almost anywhere in South Kyrat (and eventually North Kyrat as well) in record time, whizzing right over little inconveniences like wild animals, Min's armies, and all but the highest mountains. Plus, it can land on a dime. Its only limitation is thin air, so if it starts to chug and sounds an alarm, descend a bit and it should keep on buzzing

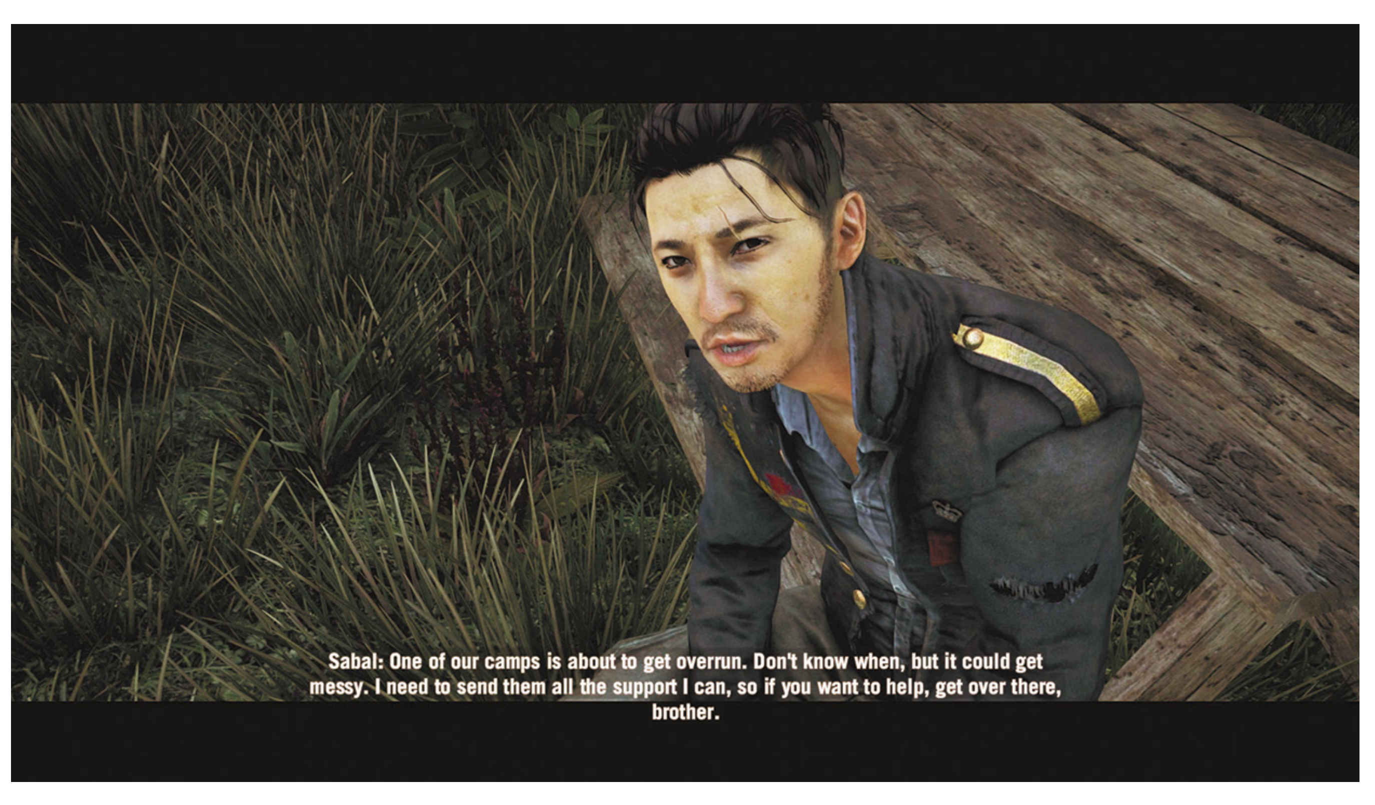
Back in town, head into the hut marked with a crossed knives icon for a cutscene and a decision.

Sabal and Amita have very different ideas about how to run the resistance. This is the first of several times you'll need to decide which one of them you want to support. Your choice will determine how the next mission unfolds.

You can listen to both proposals. Just talk to Amita and Sabal one at a time and select "leave" when each one finishes speaking. Then go back and accept whichever mission sounds better to you.

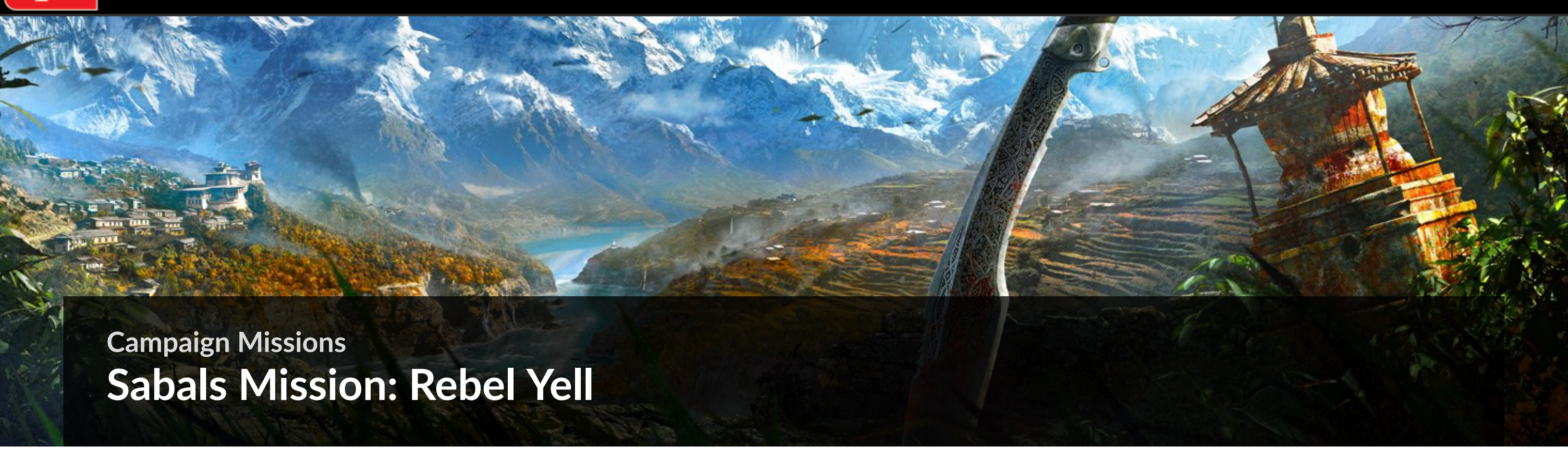


Amita: Okay. We've been hearing of a major attack for a while, and then Banapur was hit. But it doesn't feel right. I think something big is coming and the intel could confirm that, but we haven't heard from the camp since the attack, so watch yourself.



Sabal: One of our camps is about to get overrun. Don't know when, but it could get messy. I need to send them all the support I can, so if you want to help, get over there, brother.

Amita and Sabal want very different things. Your choice will determine which mission you get, but will not change the outcome of the game. Yet.

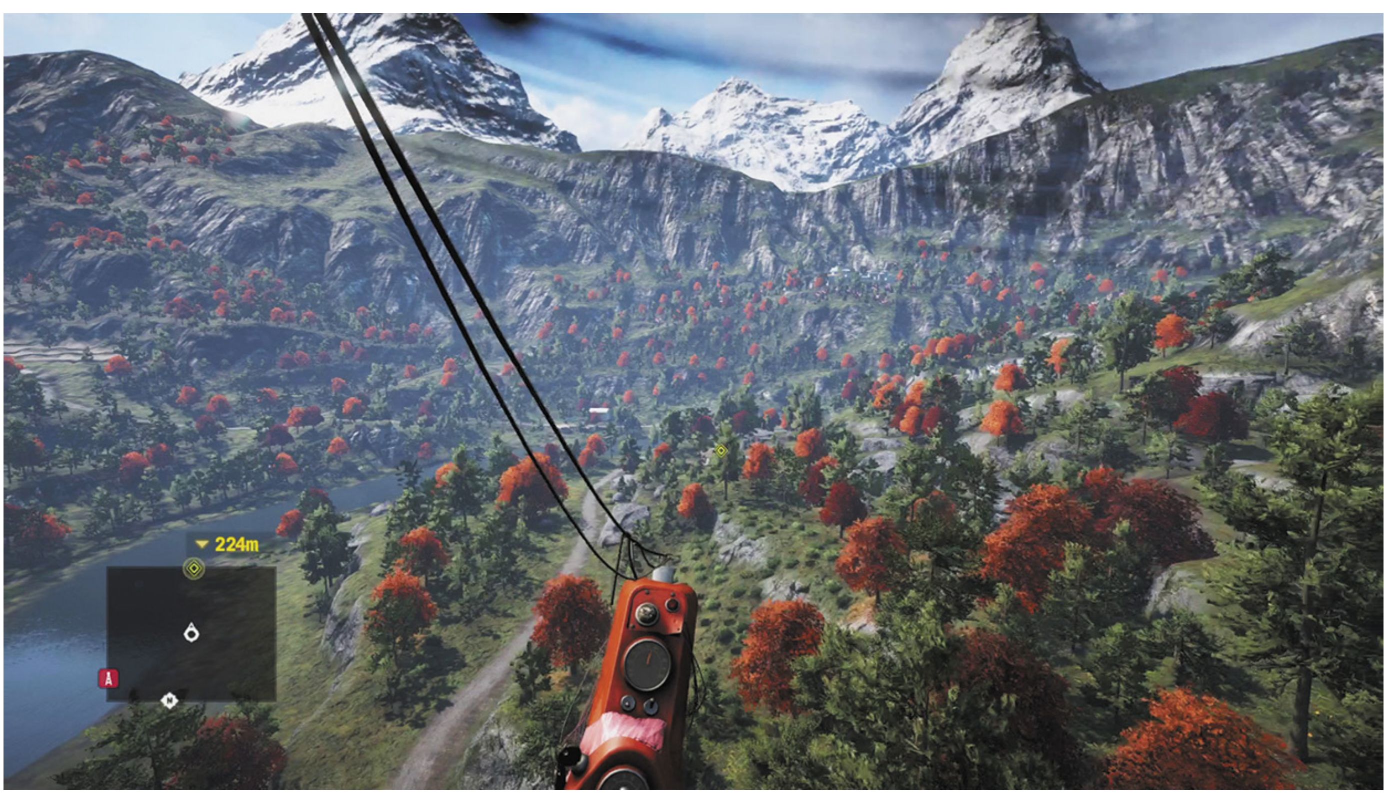


Campaign Missions

Sabals Mission: Rebel Yell

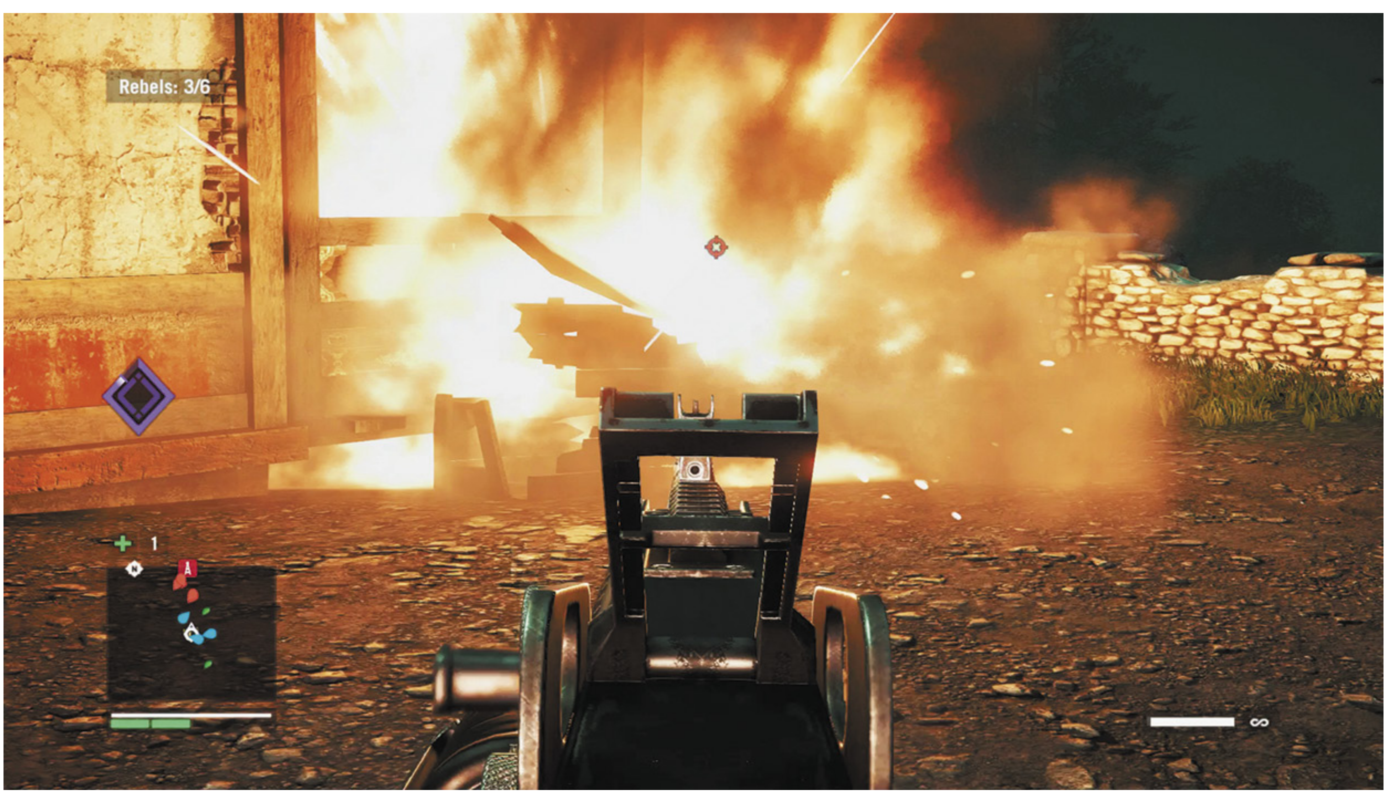
You need to rescue the fighters at Bravo Camp. Grab your shotty and sniper rifle (if you have one) and machine pistol and get going.

The camp is a good distance away, so you might as well take the buzzer for a spin. It can get you there in a beeline. It can't handle thin air though, so if you hear a beeping alarm go off, just descend a bit.



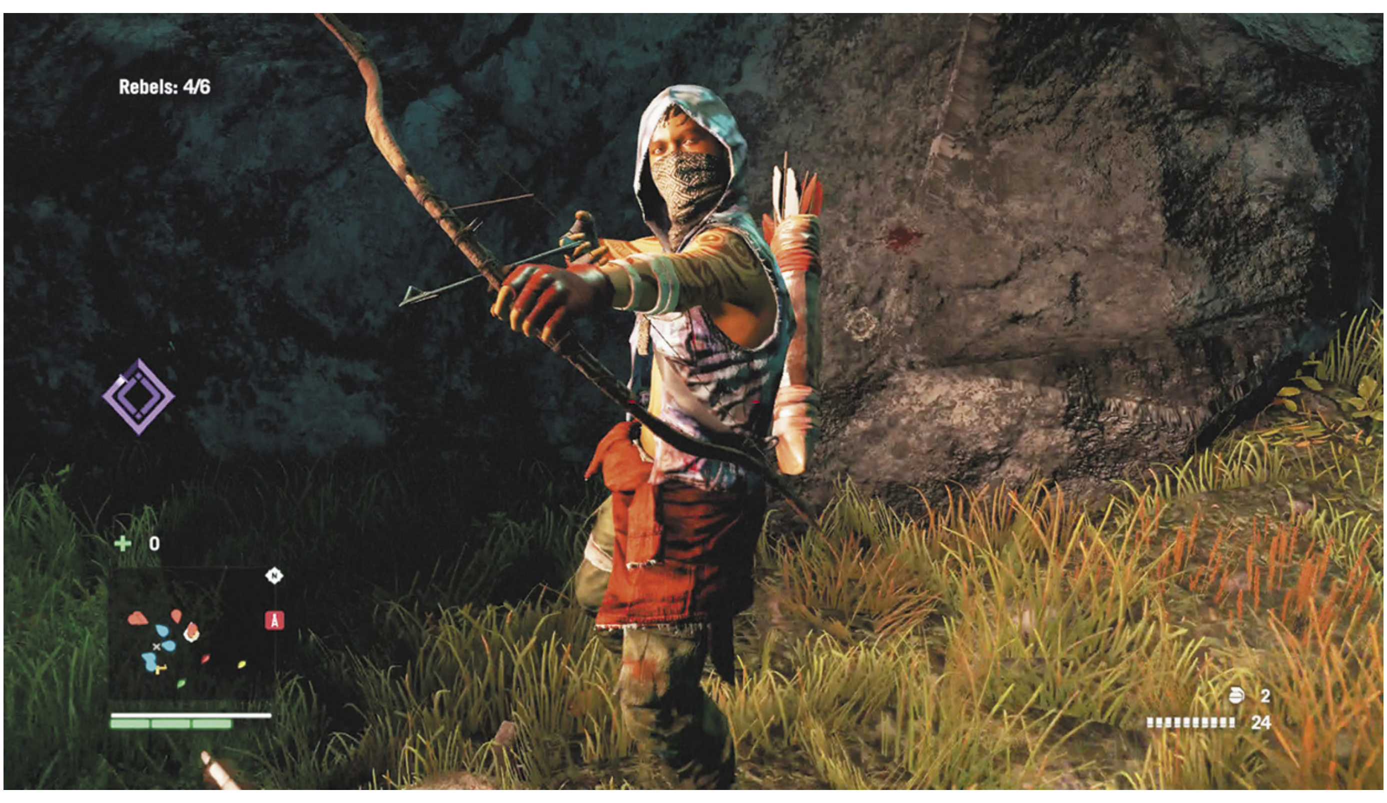
What dangers lurk down there? Doesn't matter. You're up here.

When you get to the location—a little shack with a raised area behind it—you'll have about 45 seconds to lay mines, grab the health packs and ammo strewn around the house (ammo crates inside and against the south outside wall, mines and grenades on a table on the east side porch, health packs in the exterior corners, etc.), and get behind the turret gun in preparation for the onslaught. Place your mines on the raised cliff or behind the house—areas where the turret gun can't reach. Also, put them a fair distance away to minimize the chances of your allies treading on them.



Note to self: Do not shoot the ammo crates.

The first enemies will come up the main path from the south, making it easy to mow them down. (If you don't want to man the gun, a Golden Path buddy will do it.) But more will soon swarm down from the high ground to the west and south, and then from all around. Your best bet is to use the turret gun as much as you can, and if it has no targets in range, check your mini-map and always target the closest hunter.

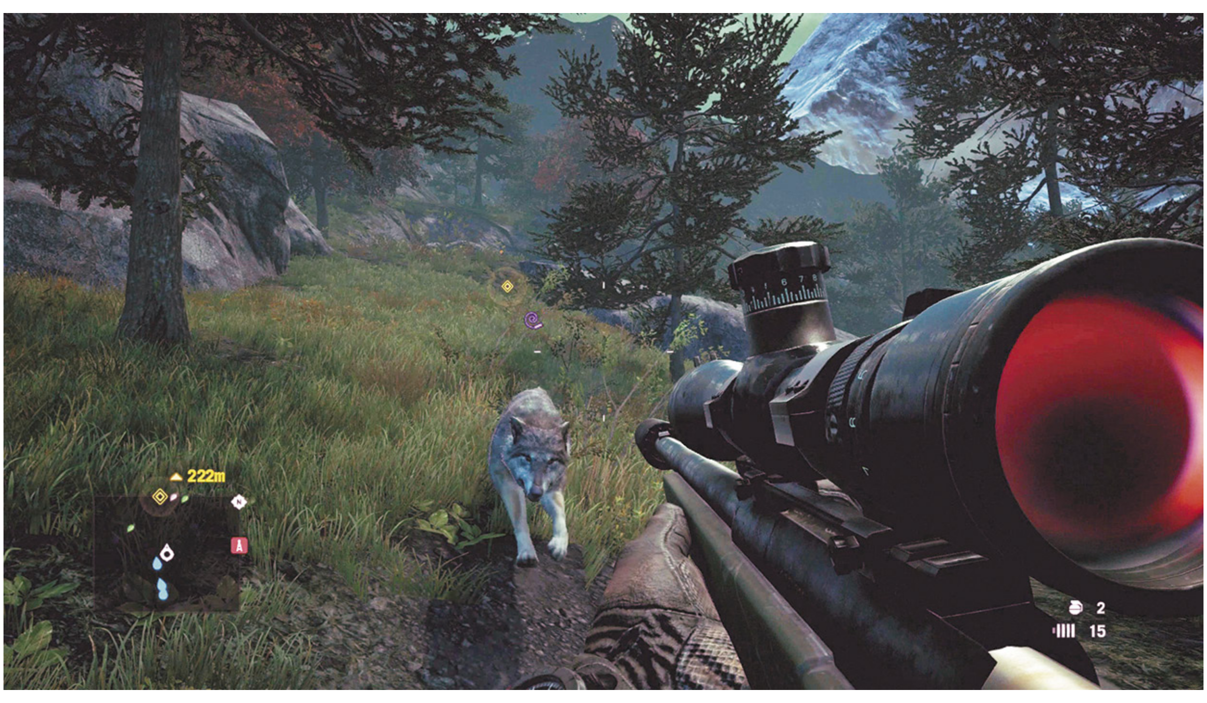


Hunters are wickedly efficient from long range. Get in close to even the odds.

Stay away from your AI partners here to minimize your chances of killing them by accident, but hug the hut and the stone walls for cover, because the hunters can arrow-snipe you to pieces in a heartbeat if you get caught in their crossfire. Close-range damage and mobility will beat hiding and sniping here.

CAUTION

Hunters love to snipe, and they're great at it. They also lock and load fire arrows and can charm nearby creatures. If you see a purple coil hovering over an animal's head, know that it will attack you, but not your enemies.

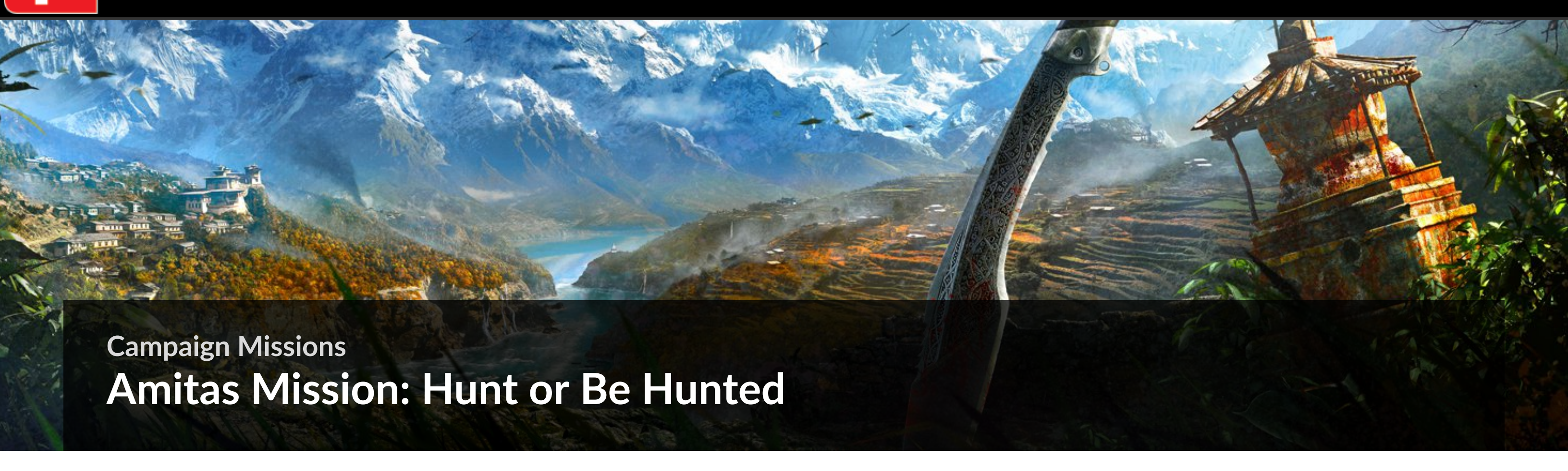


Once the battle is over, Sabal will send you to secure Alpha Camp. You'll encounter resistance along the way: more hunters, possibly with charmed wolves or eagles on their side. It's a tight path, so use the trees for cover and heal relentlessly. Or, if you've dumped skill points into health, grab your shotgun and charge. This is a much more long-range part of the mission than before.

Alpha Camp itself has been overrun by enemies, and they should have multiple snipers watching the main path. Keep the hill between yourself and them by turning left when you see the dead body tied to a stake.

This will also lead to a small outcropping that gives you a slightly obscured view down onto the camp, so you have the high ground from which to snipe and throw grenades. Above all, keep an eye on your mini-map. Hunters are great at skirting around behind you. Also, hard chargers should know there's a bear in an open cage inside the camp, so be ready to fight him off as well.

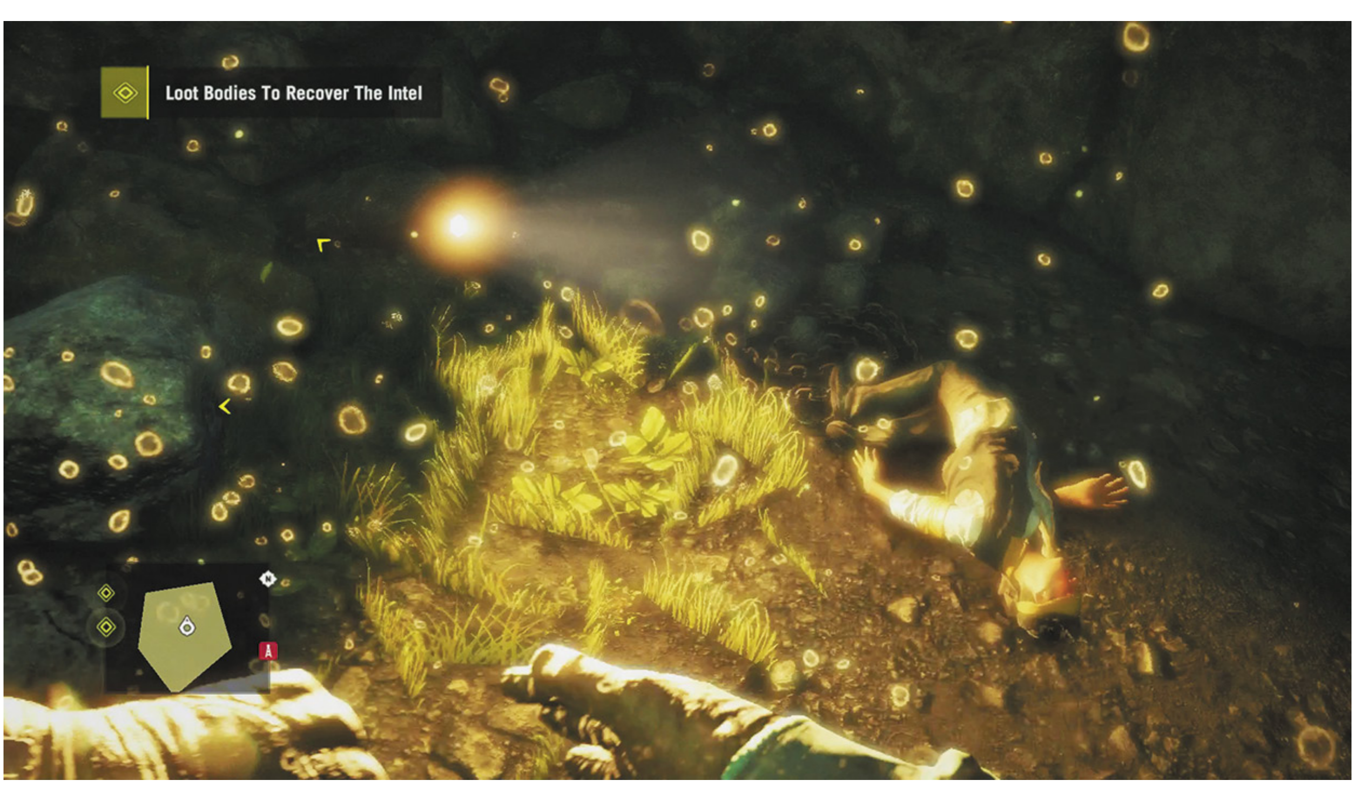
Once you've cleared the area, Sabal will call and tell you the mission was a success even though you didn't find Amita's intel.

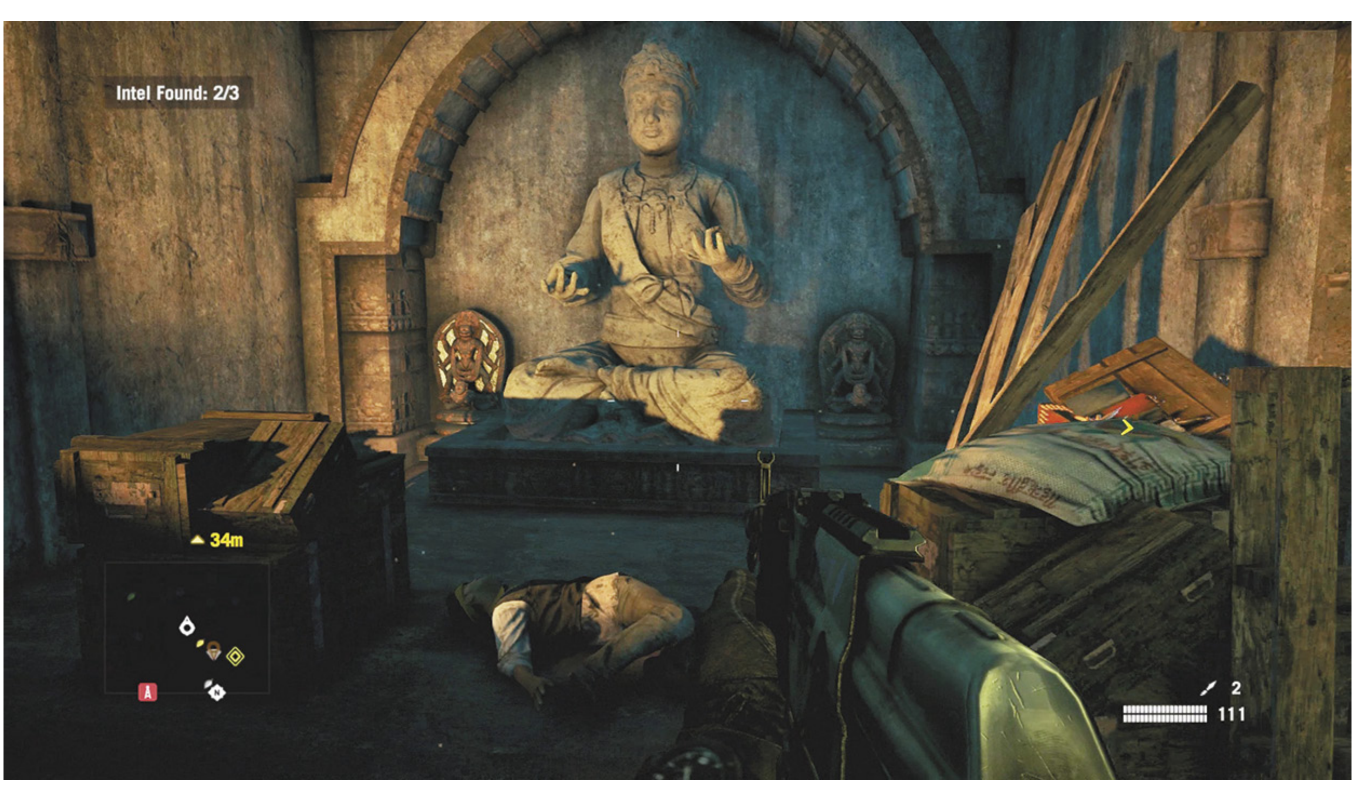


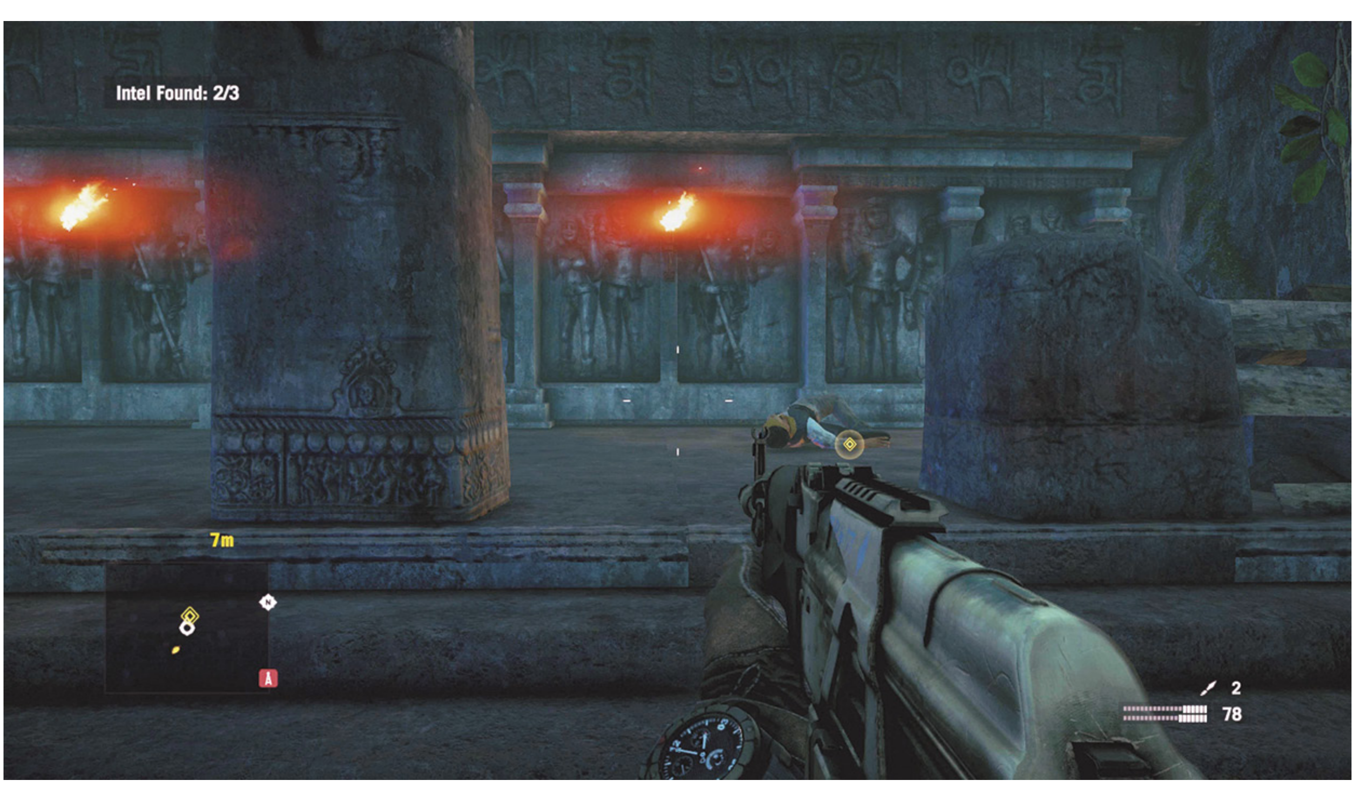
Campaign Missions

Amitas Mission: Hunt or Be Hunted

If you choose to follow Amita's lead and go after the Intel first, you'll visit the same two locations, but in reverse order—and with very different results. First, she'll send you Alpha Camp, to search the corpses of the fallen Golden Path fighters in search of the intel she wants. There are three pieces of intel in all, hidden in bodies whose general locations will be marked with yellow splotches on your mini-map. You'll find one intel-holding body at the bottom of a small pond, another at the foot of a Kyra statue farther into the camp, and the third on a body hiding among the carved walls and columns of a temple-like structure above and to the east of the statue.


Loot Bodies To Recover The Intel

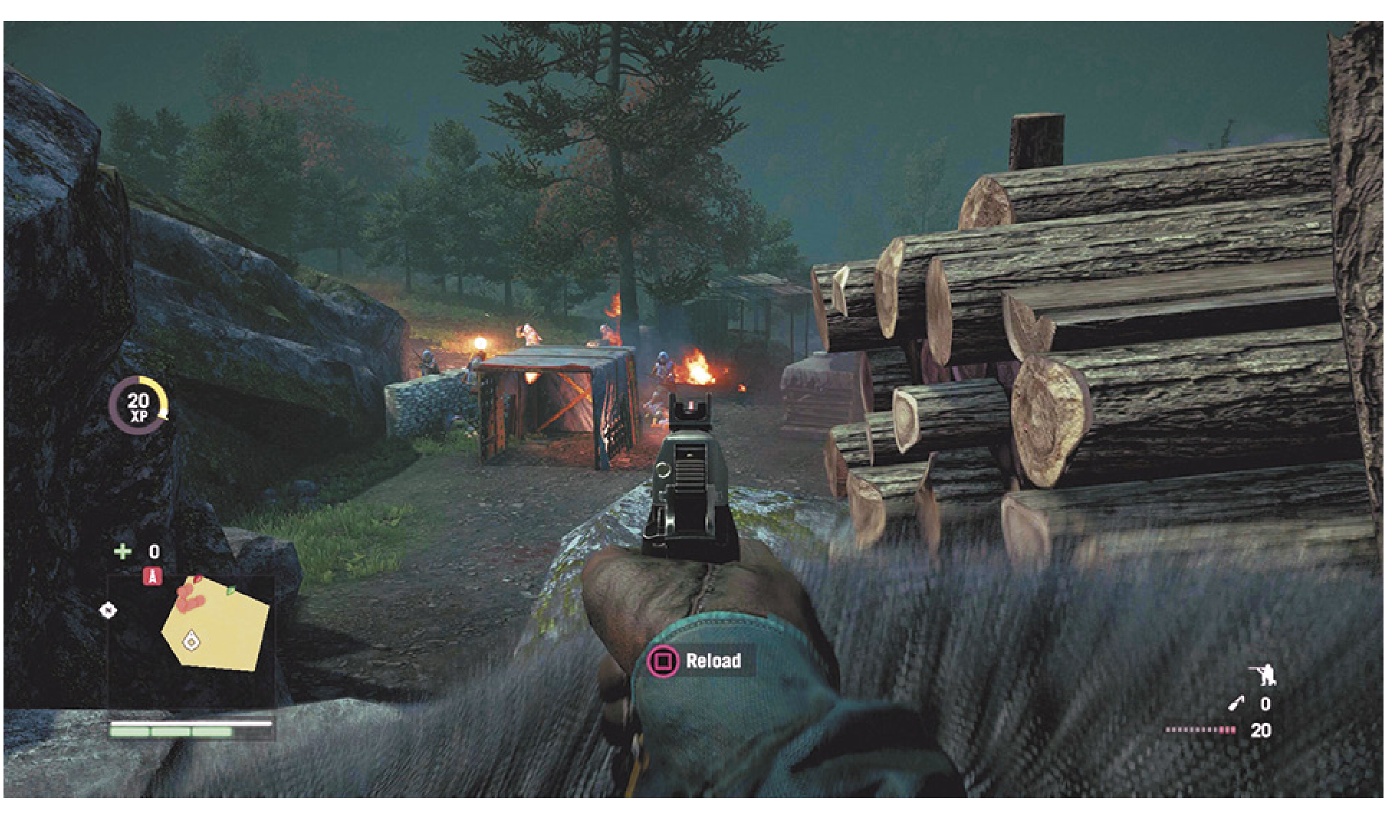

Intel Found: 2/3
24m
2
111


Intel Found: 3/3
7m
2
78

Each time you recover a bit of intel, a fresh batch of enemies will spawn, but they come in small groups and there's quite a bit of cover here. As long as you clean out the camp between intel pieces, it shouldn't be anything you can't handle.

Once you have the intel, Amita will send you to Bravo Camp to help out. Be careful! The path is narrow and stacked with hunters, and just because a hunter is so far away you can barely see him doesn't mean he can't bull's-eye you with a fire arrow. Take your time, use the trees and rocks for protection, and don't be afraid to retreat and heal.

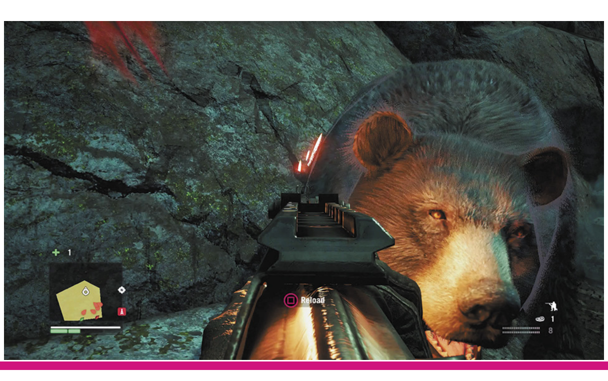
No matter how swiftly you arrive, Bravo Camp's defenders are dead, overrun by hunters and chargers. There's almost no way to stealth-kill everyone here—there are just too many enemies in too tight an area—but you can use the hunters' preference for long-range combat against them. Stay on the high ground up top, crouched behind the stone walls and log stacks to take away their shooting angles, and pick them off one by one. A couple beheaders will probably storm up the stairs once they know you're there, but the hunters will very rarely approach.


20 XP
0
Reload
0
20

Molotovs and grenades can serve you well here, as the hunters often cluster together down below.

CAUTION

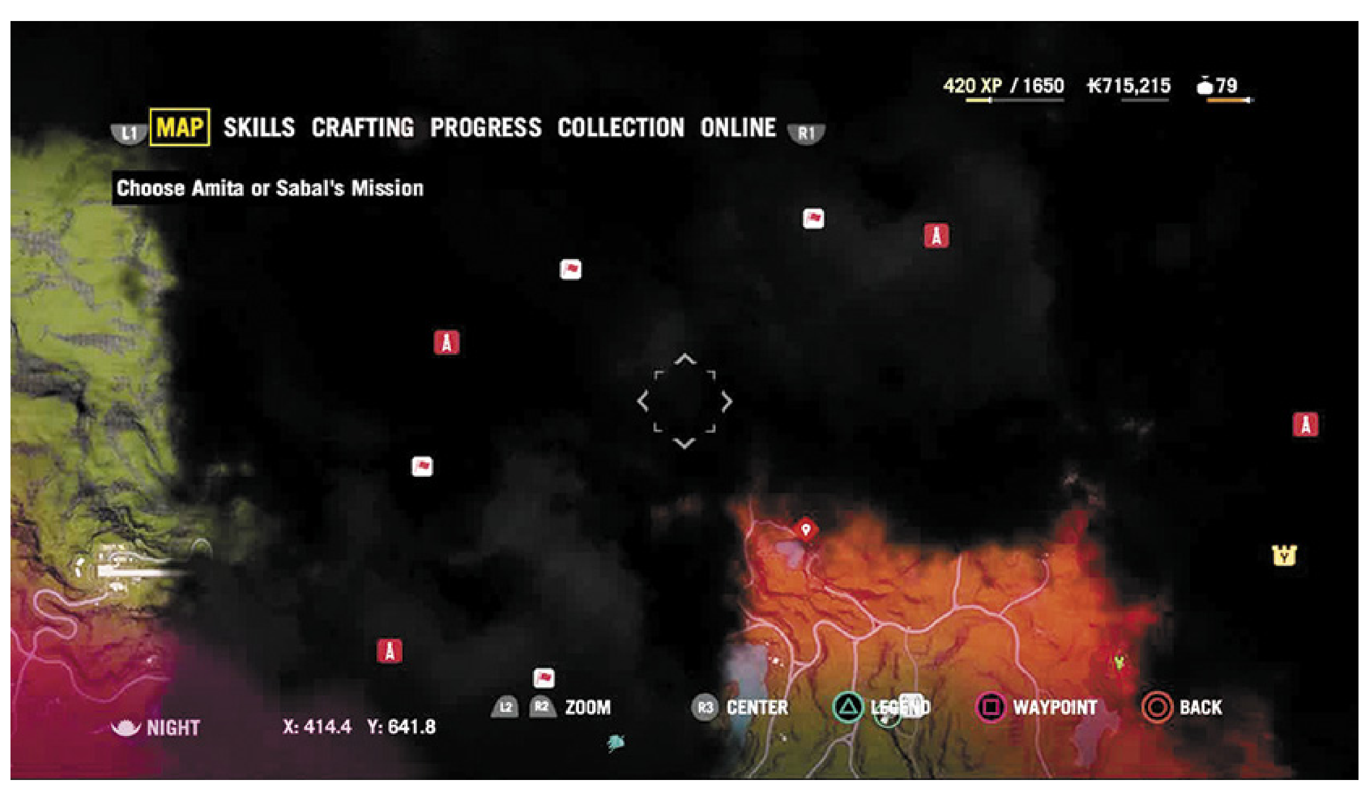
Do not fall for the game's suggestion to throw bait to attract predators here. Similarly, do not shoot the door of the bear cage near the building. Hunters can charm animals, remember? Attracting or freeing predators is an almost sure-fire way to get yourself attacked by those same creatures.

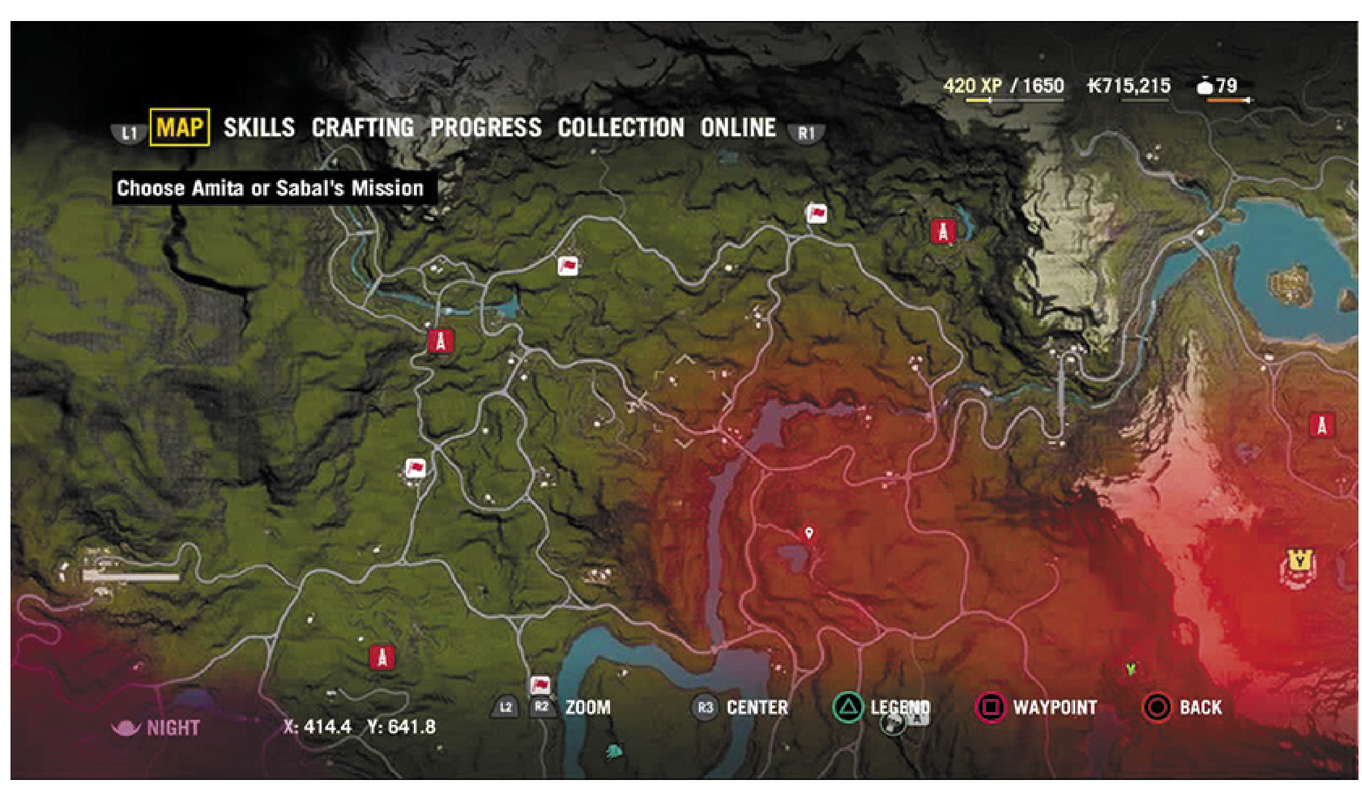


Once you become the only living thing left in the camp, the mission ends.

This next mission can be a challenge, so let's pause and gear up a bit.

First off, if you haven't peeled off to take at least three or four towers (if not more), now is a great time to do that. This will greatly increase your field of vision on the map, which is a big help. Amazing how much easier it is to get to a new location when you can actually see the roads and terrain.


420 XP / 1650
₭715,215
79
L1
MAP
SKILLS
CRAFTING
PROGRESS
COLLECTION
ONLINE
R1
Choose Amita or Sabal's Mission
NIGHT
X: 414.4 Y: 641.8
L2 R2 ZOOM
R3 CENTER
LEGEND
WAYPOINT
BACK

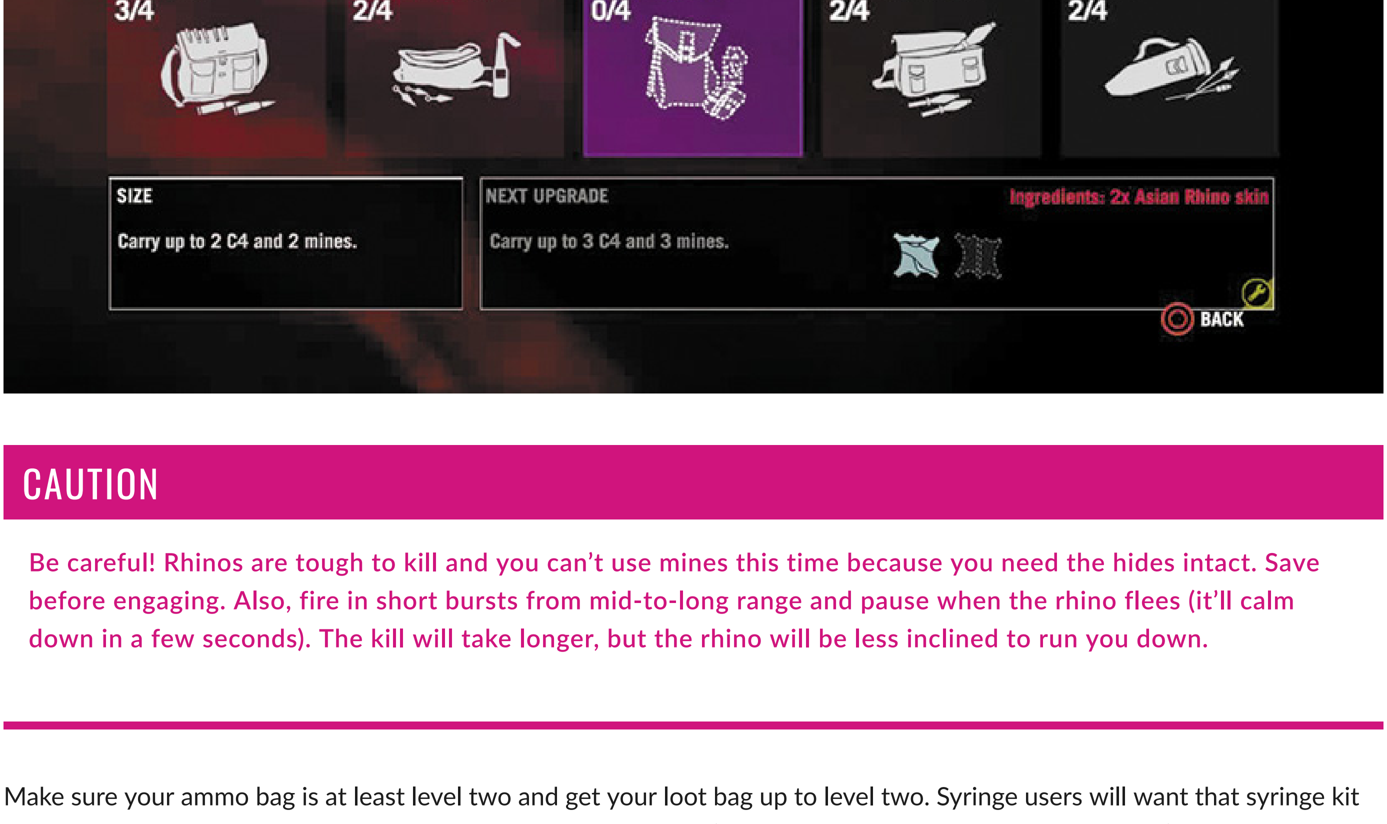

420 XP / 1650
₭715,215
79
L1
MAP
SKILLS
CRAFTING
PROGRESS
COLLECTION
ONLINE
R1
Choose Amita or Sabal's Mission
NIGHT
X: 414.4 Y: 641.8
L2 R2 ZOOM
R3 CENTER
LEGEND
WAYPOINT
BACK

Better.

TIP

You can get to towers quickly and safely by fast traveling to Khilana Bazaar and taking the buzzer.

Second, step out into the wilderness for a little huntin' and craftin'. You're going to want that weapon holster up to the full "three weapons plus one sidearm" capacity, so bag some tapirs and honey badgers (try the area around the tower at x:386 y:385, especially at night). Then track down two rhinos (check the riverbank south of the Kyra Tea Weigh Station) and level up that explosives bag.


420 XP / 1650
₭715,215
79
L1
MAP
SKILLS
CRAFTING
PROGRESS
COLLECTION
ONLINE
R1
WEAPON HOLSTER
3/3
WALLET
2/4
LOOT BAG
2/4
SYRINGE KIT
2/4
BAIT BAG
1/4
AMMO BAG
3/4
THROWABLES BAG
2/4
EXPLOSIVES BAG
0/4
HEAVY AMMO BAG
2/4
QUIVER
2/4
Ingredients: 2x Asian Rhino skin
BACK

SIZE

Carry up to 2 C4 and 2 mines.

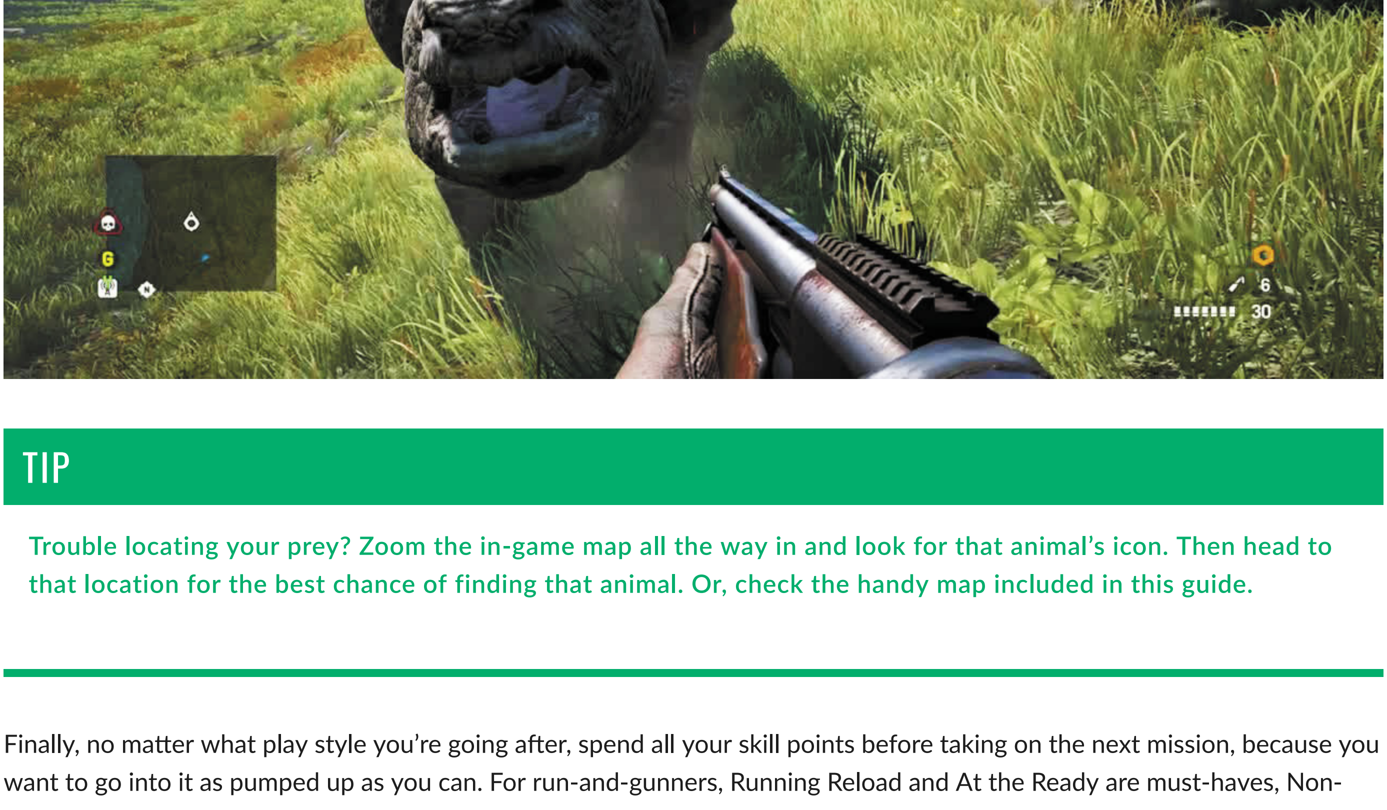
NEXT UPGRADE

Carry up to 3 C4 and 3 mines.

CAUTION

Be careful! Rhinos are tough to kill and you can't use mines this time because you need the hides intact. Save before engaging. Also, fire in short bursts from mid-to-long range and pause when the rhino flees (it'll calm down in a few seconds). The kill will take longer, but the rhino will be less inclined to run you down.

Make sure your ammo bag is at least level two and get your loot bag up to level two. Syringe users will want that syringe kit up to level three, and it wouldn't hurt to knock down some yaks (hunt north of Tirtha, around x:484 y:404) and dholes (northeast of Banapur) to bump up your throwables.



TIP

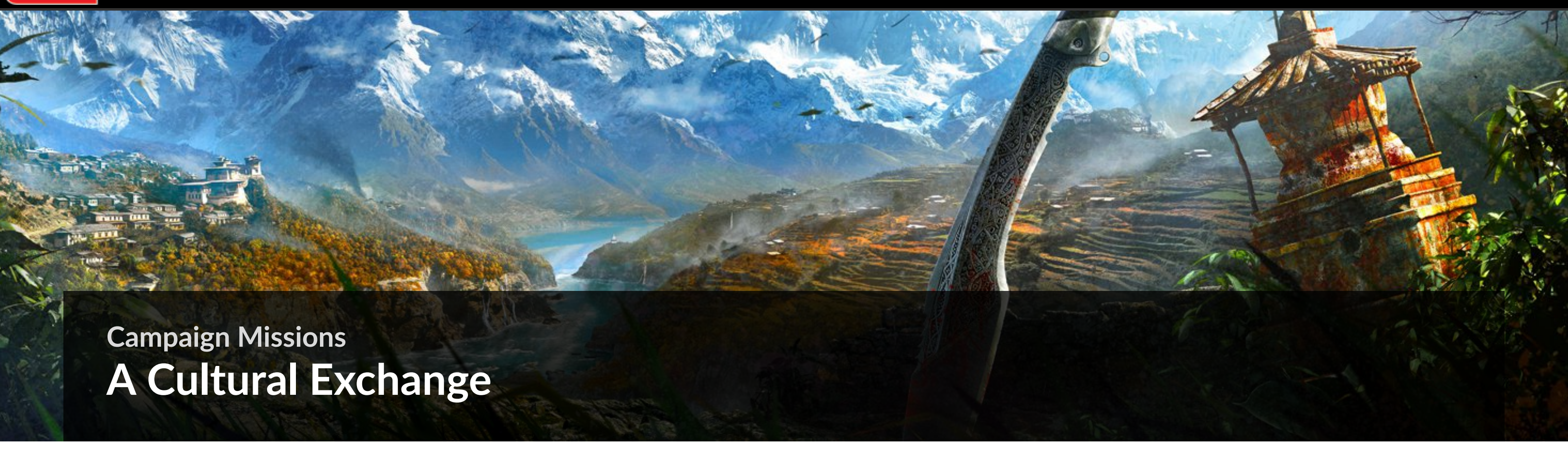
Trouble locating your prey? Zoom the in-game map all the way in and look for that animal's icon. Then head to that location for the best chance of finding that animal. Or, check the handy map included in this guide.

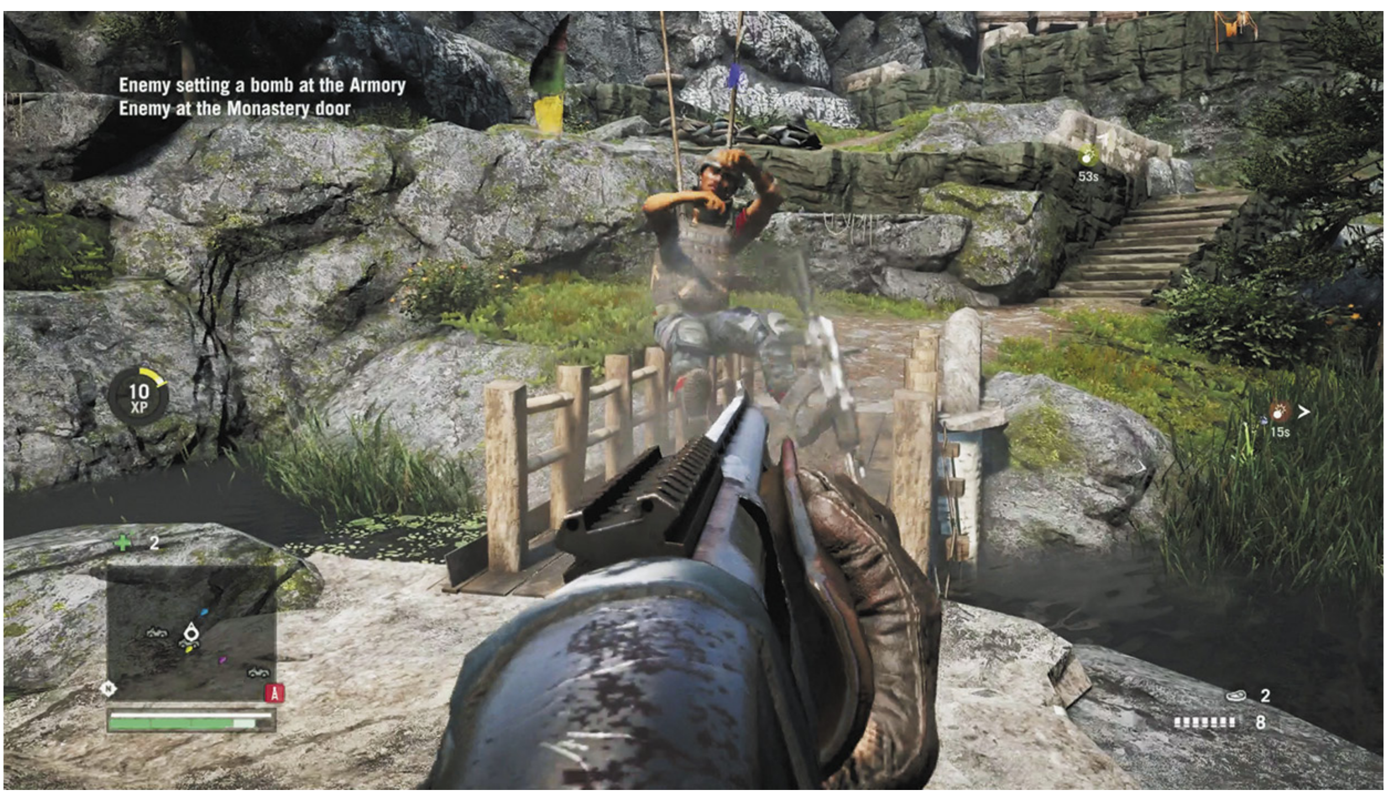
Finally, no matter what play style you're going after, spend all your skill points before taking on the next mission, because you want to go into it as pumped up as you can. For run-and-gunners, Running Reload and At the Ready are must-haves, Non-Stop is pricey but wonderful, and you may find Casual Marksman worth the point. Those on the blue side of the skills screen will want Survival Syringe Lv2, everything you can get in that health-increasing top row, and if you have leftovers, Trade Agreement and Inner Strength. If you're dipping into both skill trees, focus on health and speed for this mission.

TIP

Need more skill points? Take on a few quests and activities, even an outpost or three. Most nearby ouposts should all be well within your current skill set, especially if you've scouted out the Outposts section in this guide.

All locked and loaded? Great. Let's hit the monastery.



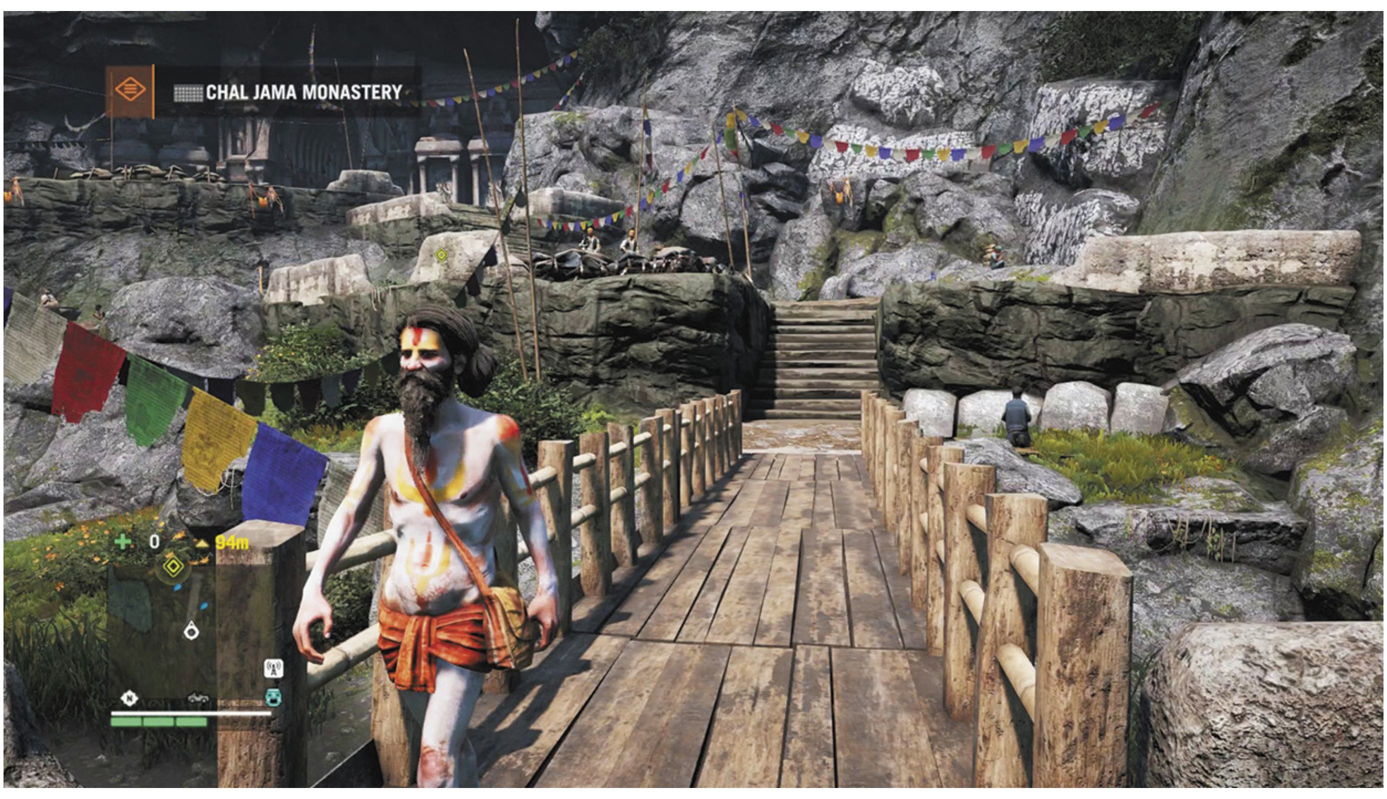


Enemy setting a bomb at the Armory
Enemy at the Monastery door

Fast travel back to Khilana Bazaar, grab a rocket launcher if you have one, and hop in your buzzer to chase down the big S on your mini-map. The conversation will flow slightly differently depending upon whose mission you just completed, but the end result is the same. He sends you to the monastery.

TIP

Before you leave, walk around the hut's south side to find a propaganda poster (see Collectibles section) to save yourself a trip back to grab it later.

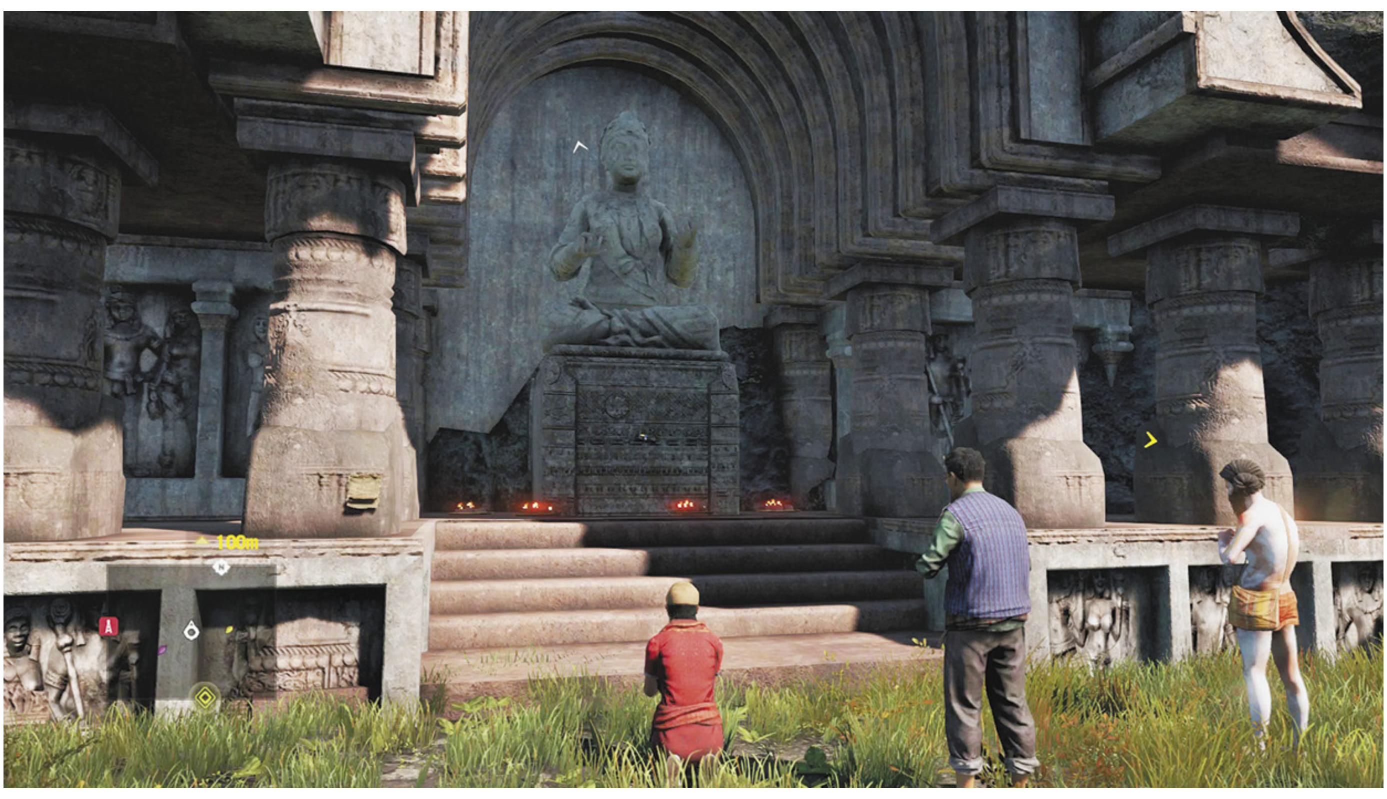


When you first reach the monastery, don't run up the steps to the main entrance just yet. First, detour to the right, to the cave near the truck. This is the armory, and you should make a point to loot everything you can. You'll see ammo crates by the truck, health packs, grenades, and especially mines and C4 on the cement blocks near the entrance. Inside, note the statue and the doors beyond it. They'll be open soon.

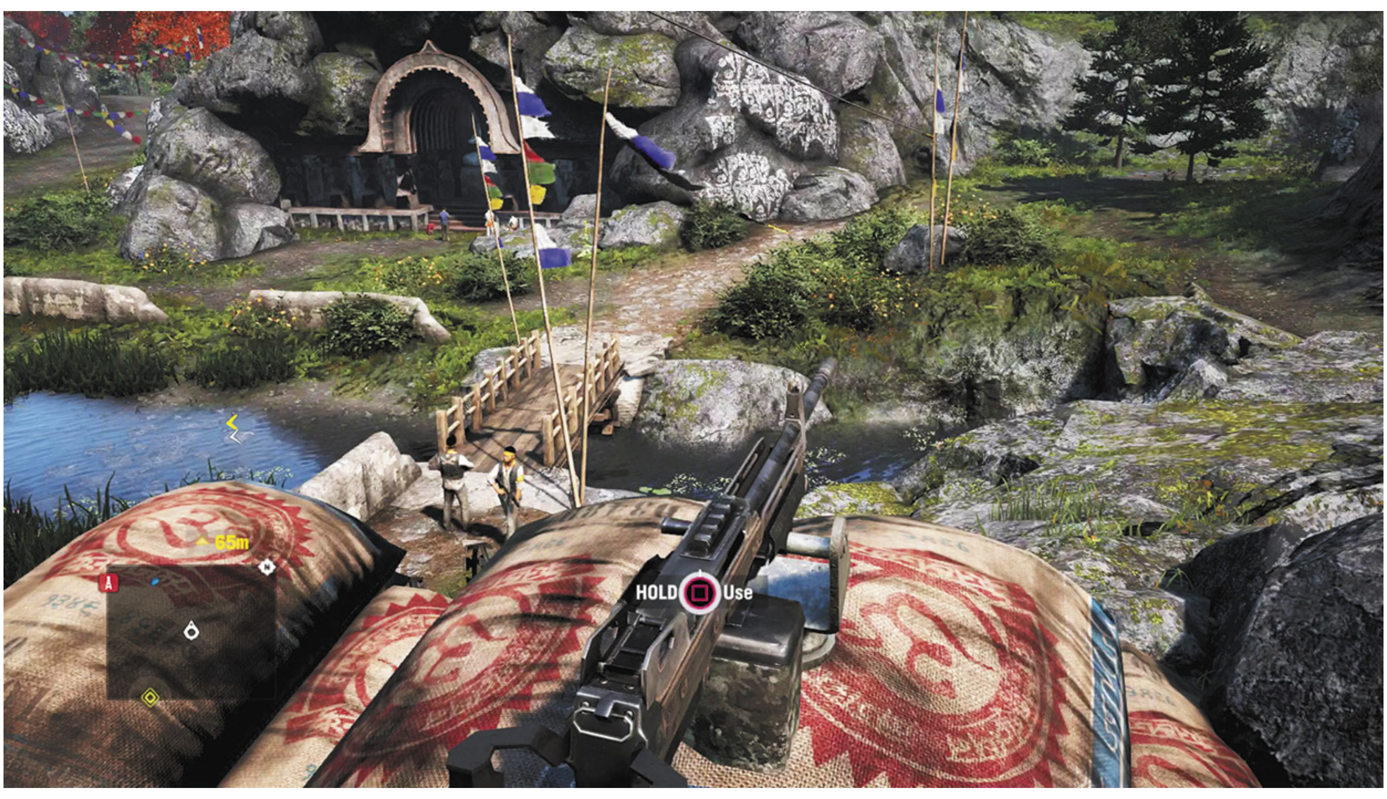
CAUTION

Mines and C4 are particularly useful in this battle. If you don't have at least four mines on hand, your path to victory is much more difficult.

Leave the armory and head toward the pond. On the north (your left), you'll see another statue facing the pond and the monastery, surrounded by carvings and columns. We'll call this the shrine. It, too, will be tactically important soon.



Now explore the rest of the courtyard. Notice that the courtyard has three levels. There is the ground, where the shrine and armory are located. Next is the mid level, with its sandbag bunkers and two mounted machine guns—one facing the left entry road and the armory entrance, and one facing the right entry road—both of which can point into the shrine.



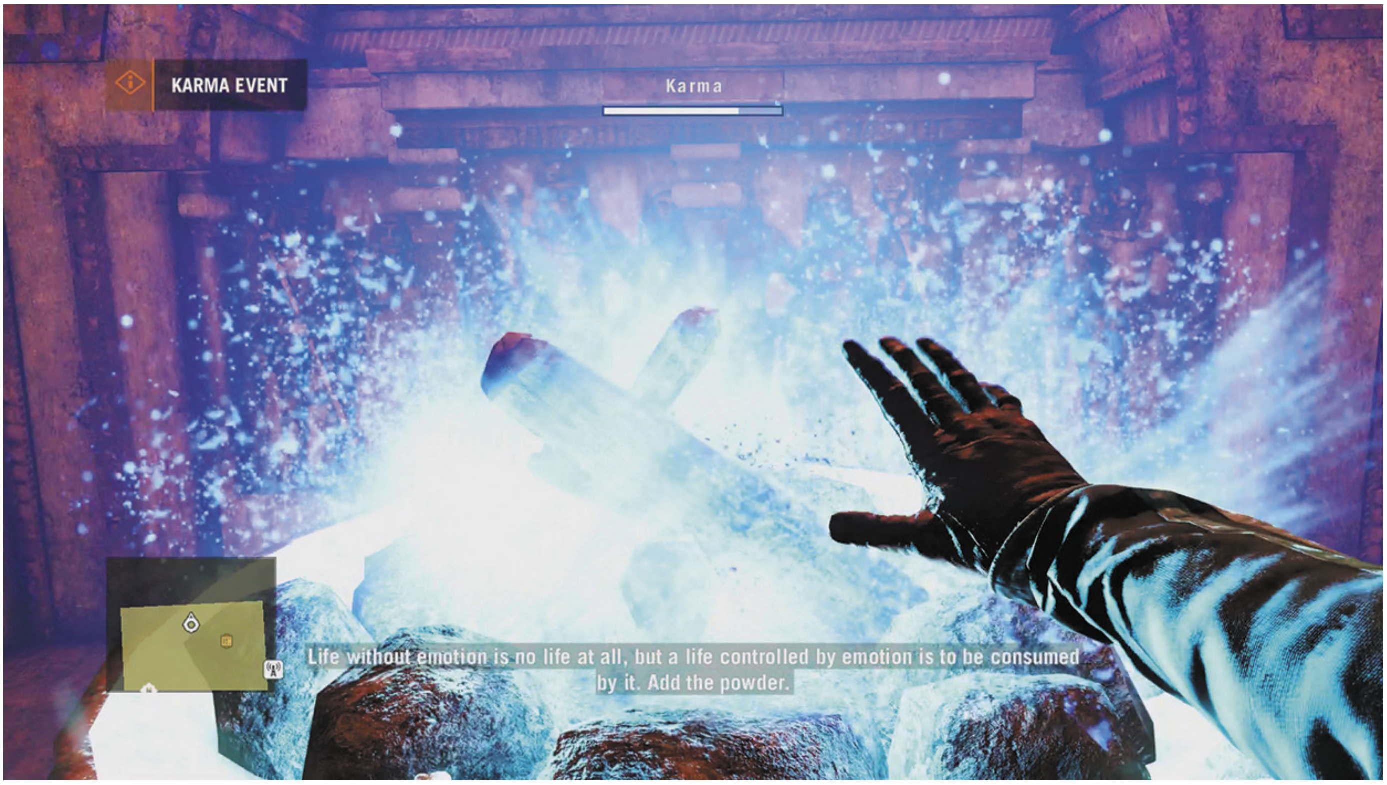
Finally, there is the upper level, where two large doors provide entrance to the monastery. Note the two ziplines to the ground level, and the ledges that enable you to drop down to the mid level's machine guns without taking damage. Be aware there are entry roads on both sides of the shrine, and co-op players in particular should know there's a grapple point that lets you climb onto the hill above the shrine.

Once you've gotten used to the geometry, head inside the monastery and meet with Raju.

Campaign Missions

A Karmic Journey

Grab your basket as instructed and take the hall to the right into the large chamber. Light the candle at the foot of the large statue for the first karma-raising event, then work your way counterclockwise around the room. Up the stairs and to the left you'll light incense. Behind it, toss powder in the fire pit. And to the right, turn a mani wheel.

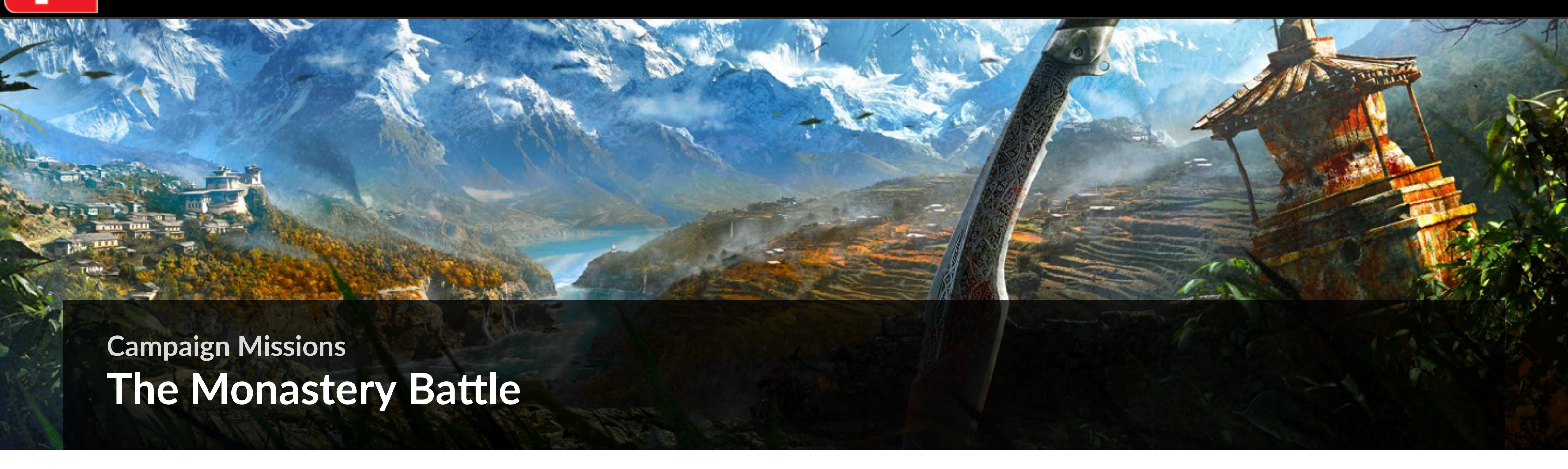


Life without emotion is no life at all, but a life controlled by emotion is to be consumed by it. Add the powder.

Finally, drop off your basket at the table and return to Raju. You'll arrive just in time for the animal sacrifice. Oh, and the enemy ambush, which triggers as soon as you step out the door.

TIP

If you followed Amita's lead during the last mission and obtained the intel, you'll get an extra 30 seconds or so to prepare for the battle.



Campaign Missions

The Monastery Battle

Your enemies' goal during this battle is to plant bombs at three locations: the arsenal, the shrine, and the main monastery doors. Any time an enemy reaches one of these three sites, you'll get a verbal warning and a pointer with a countdown timer inside will appear on screen. When that happens, you'll have 80 seconds to get there in time to interrupt the bomb-planting process by snuffing the enemy. If the bomb does get planted, all is not lost, but you have just five seconds to defuse it before it detonates and the mission automatically fails.

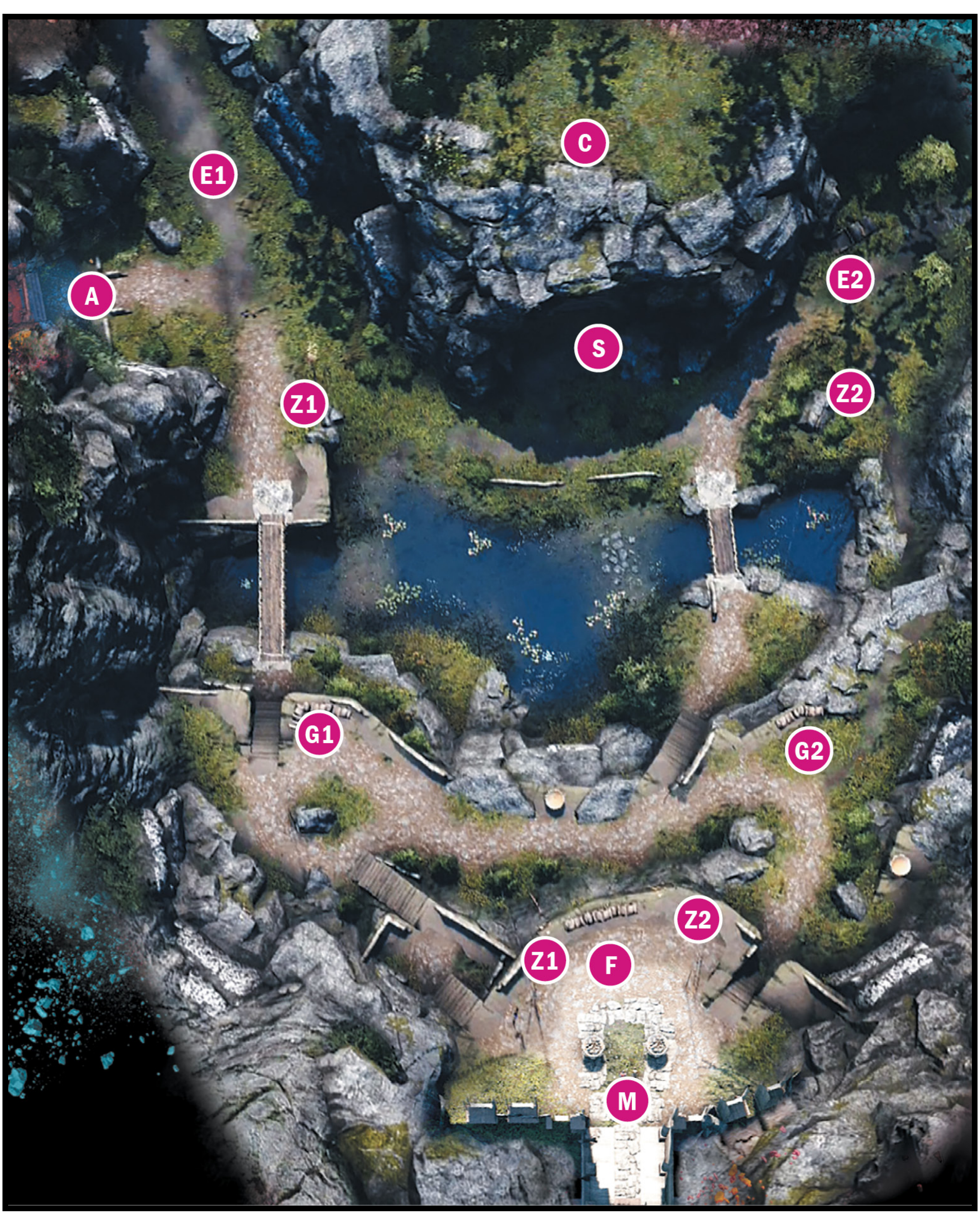
CAUTION

This can be a long, difficult battle. Be prepared for it to take a while.

TIP

Listen to the radio voice. He'll tell you what's happening. "They're attacking the monks" and "They're trying to blow open the doors" means an enemy has reached the main doors. "They're attacking the weapons cache" means the armory. "They're destroying the icons" and "They're attacking the holy statues" means the shrine.

The two keys to this battle are minimizing the number of enemies you face and minimizing the need to sprint between the three bomb sites. C4 and mines are the key to this strategy.



A **Armory entrance:**Load up on ammo and gear here. Its interior is one of the bombers' targets, and its narrow shape makes it easy to defend.

S **Shrine:**The second bomb target. Don't lose enemies in the bushes, and be aware that they can come from both sides here.

M **Monastery doors:** The third bomb target. This is where you want to drop your C4 packs.

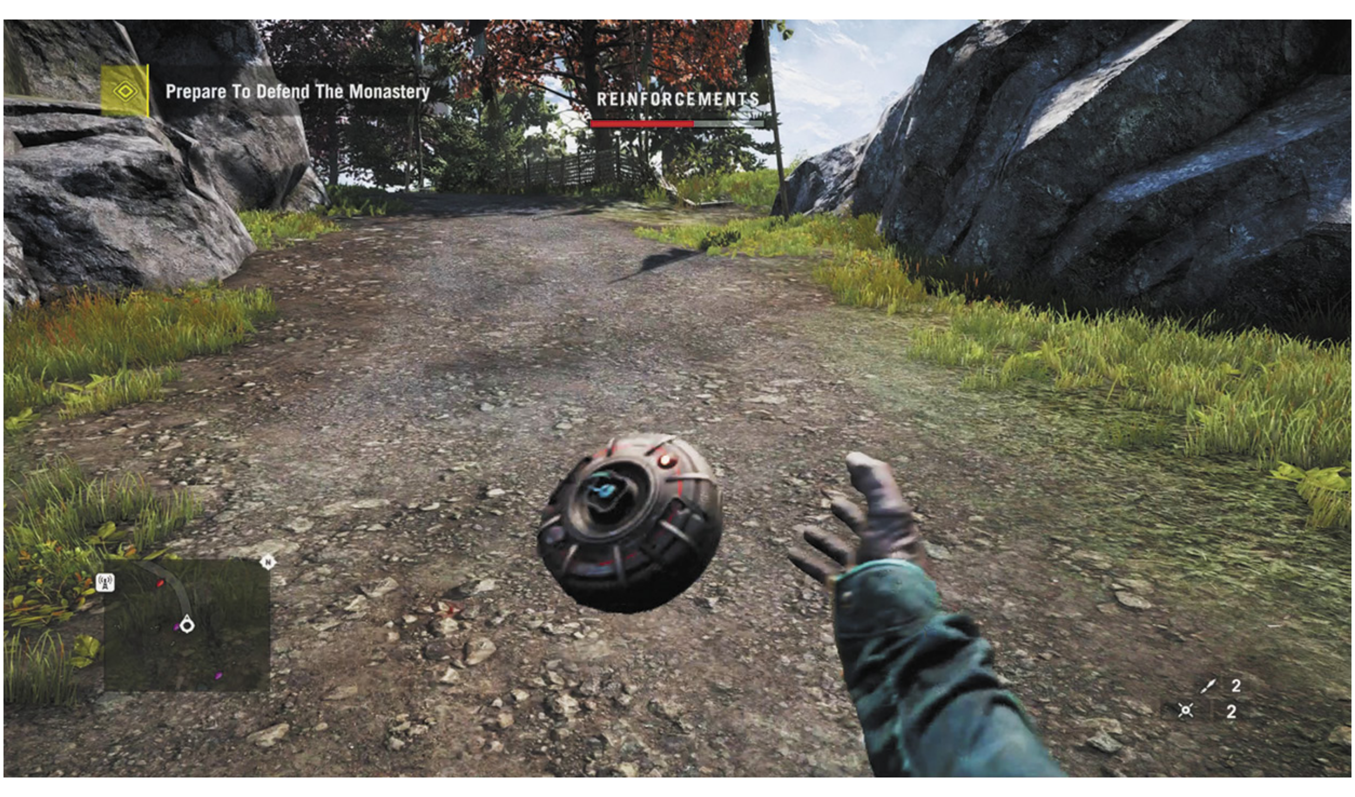
E1 E2 **Entrance roads:** Drop mines in both to turn enemy technicals into wreckage as they arrive.

G1 G2 **Machine gun nests:** A risky place to camp, but you can't beat the firepower.

F **Monastery patio:**The highest point on the map. A great view of the action, as well as the place the copter will drop off reinforcements.

Z1 Z2 **Ziplines:**When time is of the essence, there's no better way to travel.

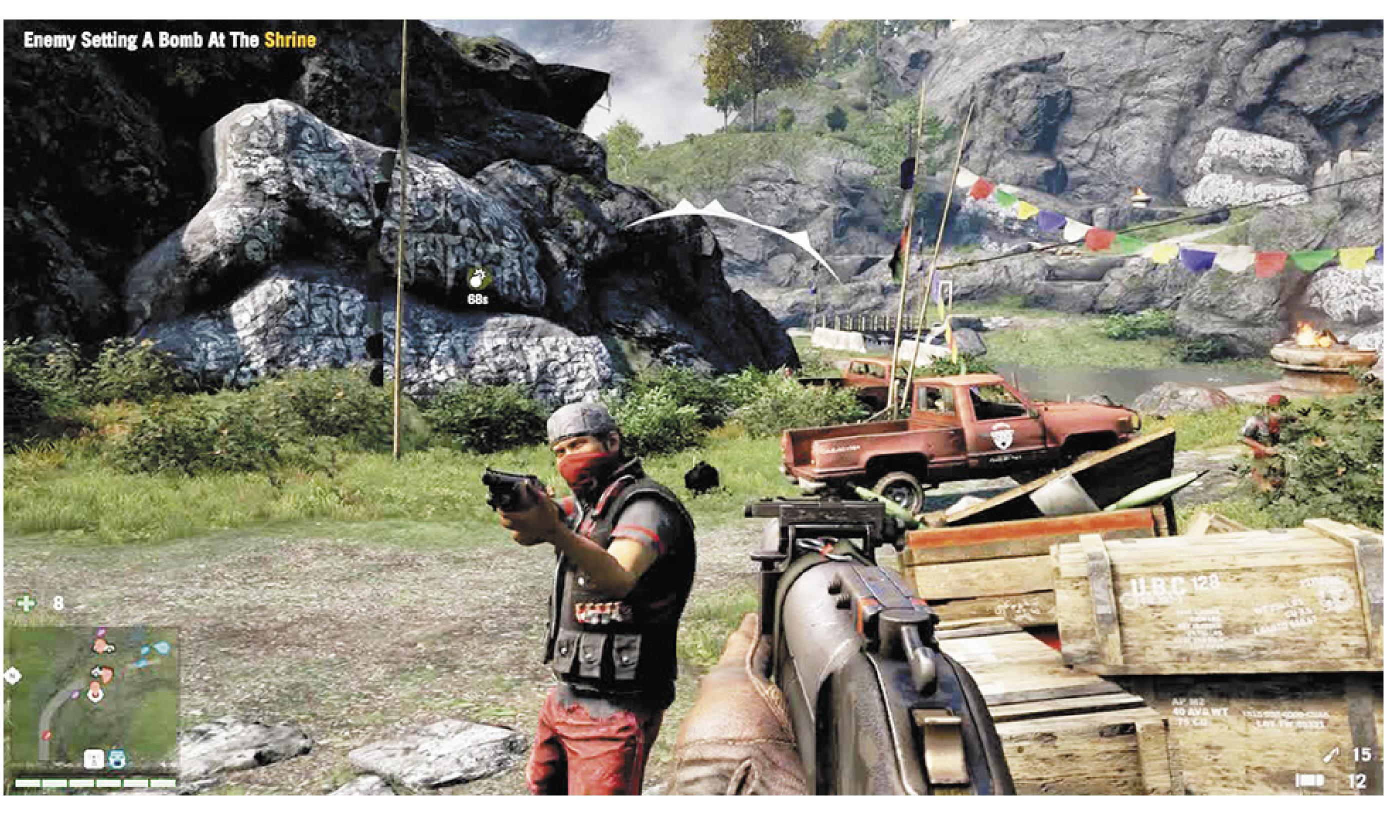
Your first priority is to place mines on both entry roads. Why? Because technicals full of reinforcements will soon come barreling down each one. Drop a C4 satchel near the main door (trust us on this) and take the zipline on the right. Mine the road, run past the shrine (blasting any would-be bomb-setter in the back), then drop a mine on the left road and dash into the armory to check the newly-opened back room for bombers and loot. You should find another ammo crate, a rack where you can pick up a free PKM (a decent LMG) if you want it, two more health packs, C4, and fresh body armor.



What truckload of enemy reinforcements? All I see is a fireball.

By now, someone is probably trying to set a bomb on the main doors. Remember your C4 you set there? Blow it.

You now have some options. You could hang out on the mid level and camp the turrets (especially the one nearest the armory), but with enemies swarming all around and the main doors behind you, that's a tough position to hold for long. For most players, running and gunning will prove the better strategy. Shotguns are your friend here, as are explosive arrows, harpoons, grenade launchers (if you've got one), and anything else that kills quickly and enables you to keep moving.



With mines and C4 protecting the roads and main doors, you can concentrate on keeping the two closest bomb sites—the armory and the shrine—enemy-free. The armory in particular makes an ideal home base thanks to its easy-to-defend shape, health packs, and near-bottomless ammo. When you get the message that there's an enemy at the main door, either blow the C4 to kill him from wherever you are (if there's C4 placed) or head up, paste him, and drop another C4 charge before ziplining back down (if there is no C4 currently in place). This way, you're getting double mileage out of every trip up the stairs.

Enemy setting a bomb at the Shrine
35s
0
2
1

Meanwhile, watch and listen for your mines. The enemy will send four technicals in all (two per side), so if you happen to notice a new pile of flaming wreckage on one road or the other and you have the capacity to drop a second mine, do so. It's worth it to keep those reinforcements and their turret guns out of commission. Eventually, a helicopter will approach and drop three soldiers directly onto the upper level. But they go down easily. The copter itself is tougher (unless you have the ordinance to handle it or find yourself at the turret when it swoops in), but it isn't a required kill. It'll just fly away if you don't take it down.

TIP

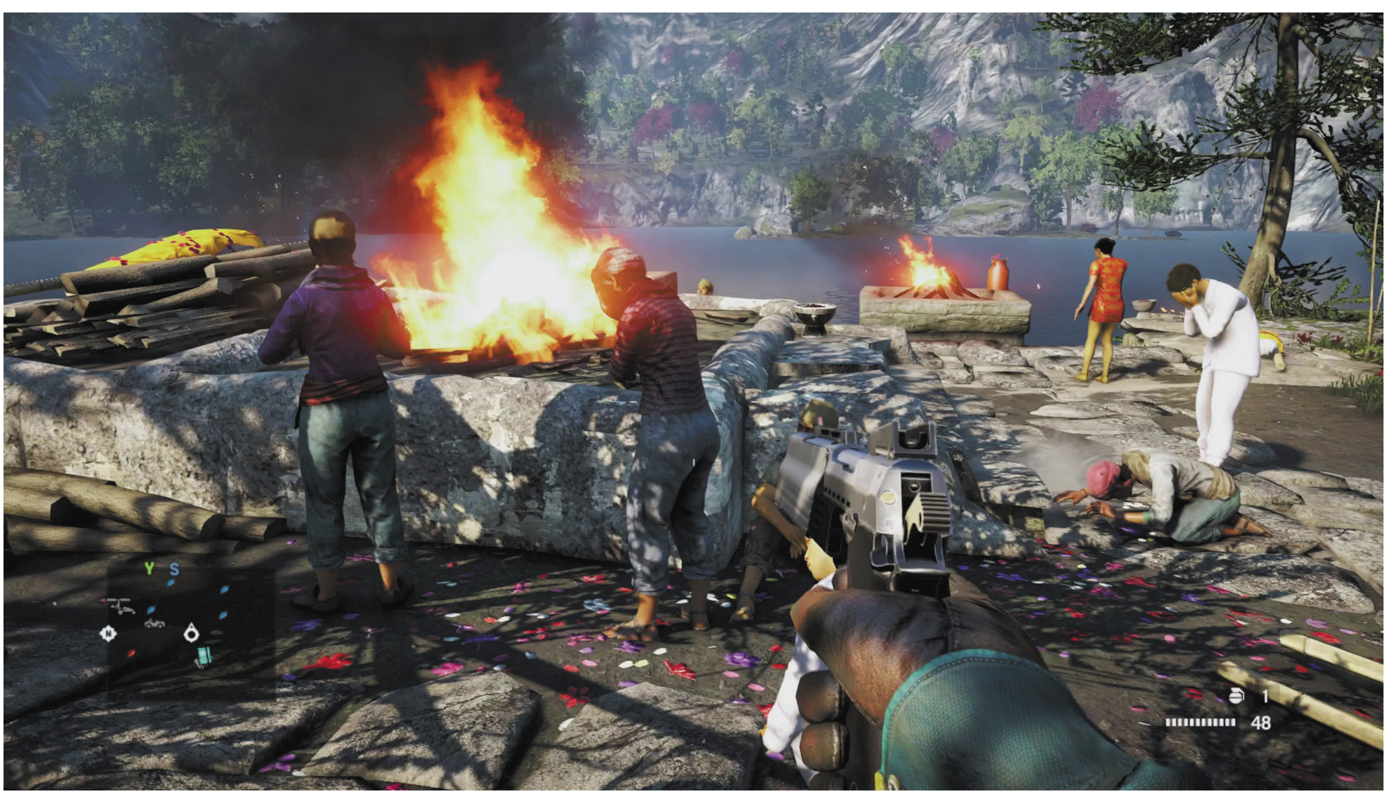
There is one exception to the "drop a mine" strategy. If you think you can handle the soldiers who arrive in it, you may want to leave one truck intact—so you can use its gun to take down the chopper that drops reinforcements near the main door, out of reach of the other mounted guns.

NEW SKILL POINT
0
2
180

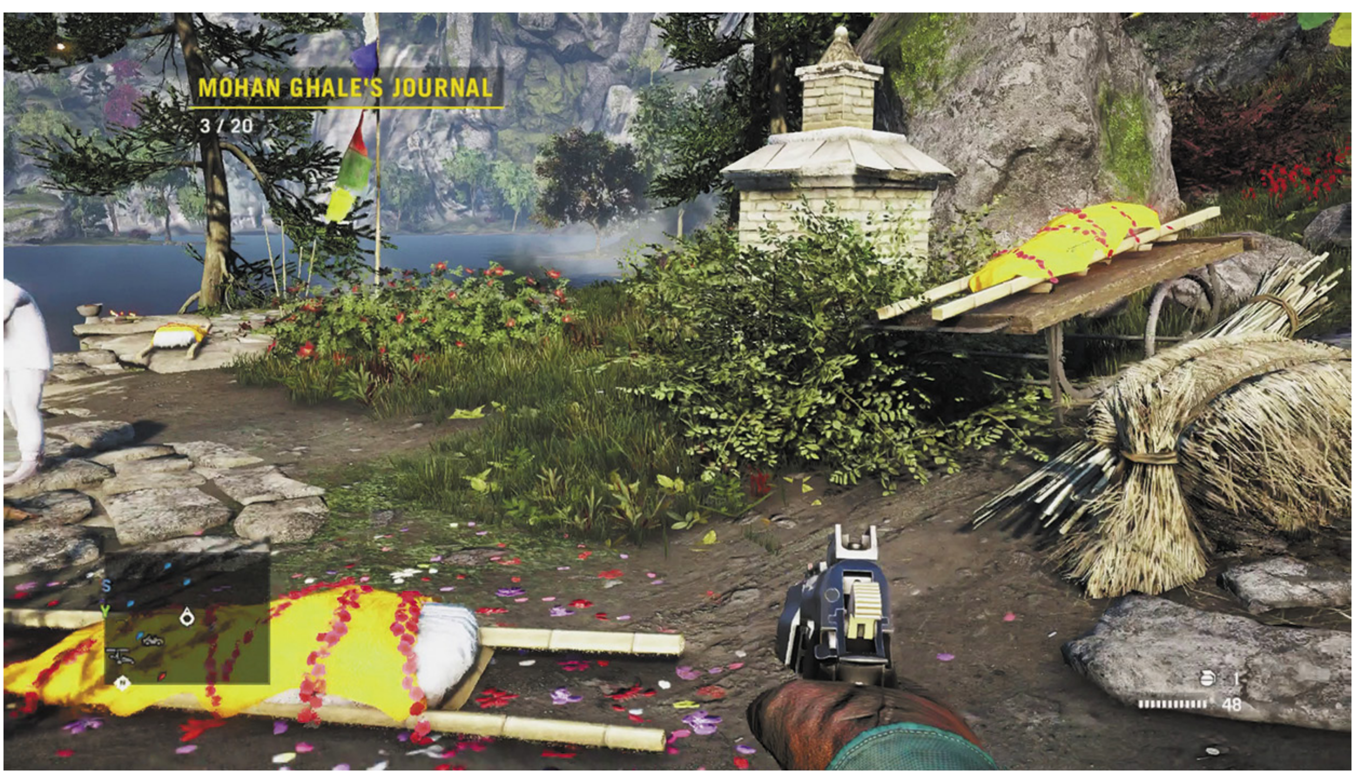
After the mission, head into the armory one last time to reload (and grab the PKM if you haven't already, because a free LMG is a great thing). Then step back through the monastery doors to Raju and the mission complete message.

Now that the mission has ended, Longinus calls and wants a favor. Before making that trip, however, take a look at the area southeast of Banapur, where a B on the lakeshore will take us to the story's next chapter.

Meeting Bhadra

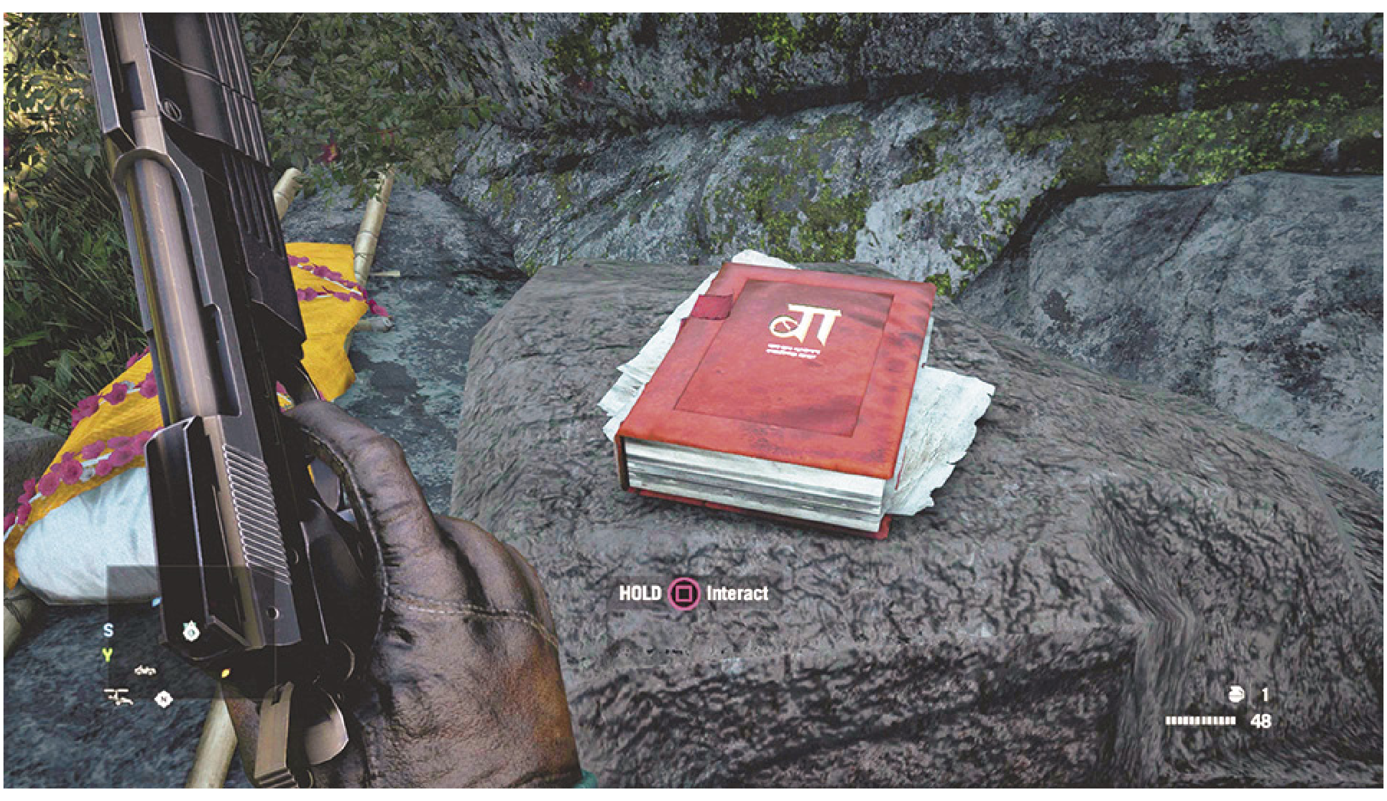


When you reach the lakeshore, Ajay will see a mass funeral pyre for the victims of the attack on Banapur. Young Bhadra will appear at his side, seemingly amused by his stunned reaction to the scene. She'll also drop a tantalizing story hint during the conversation.



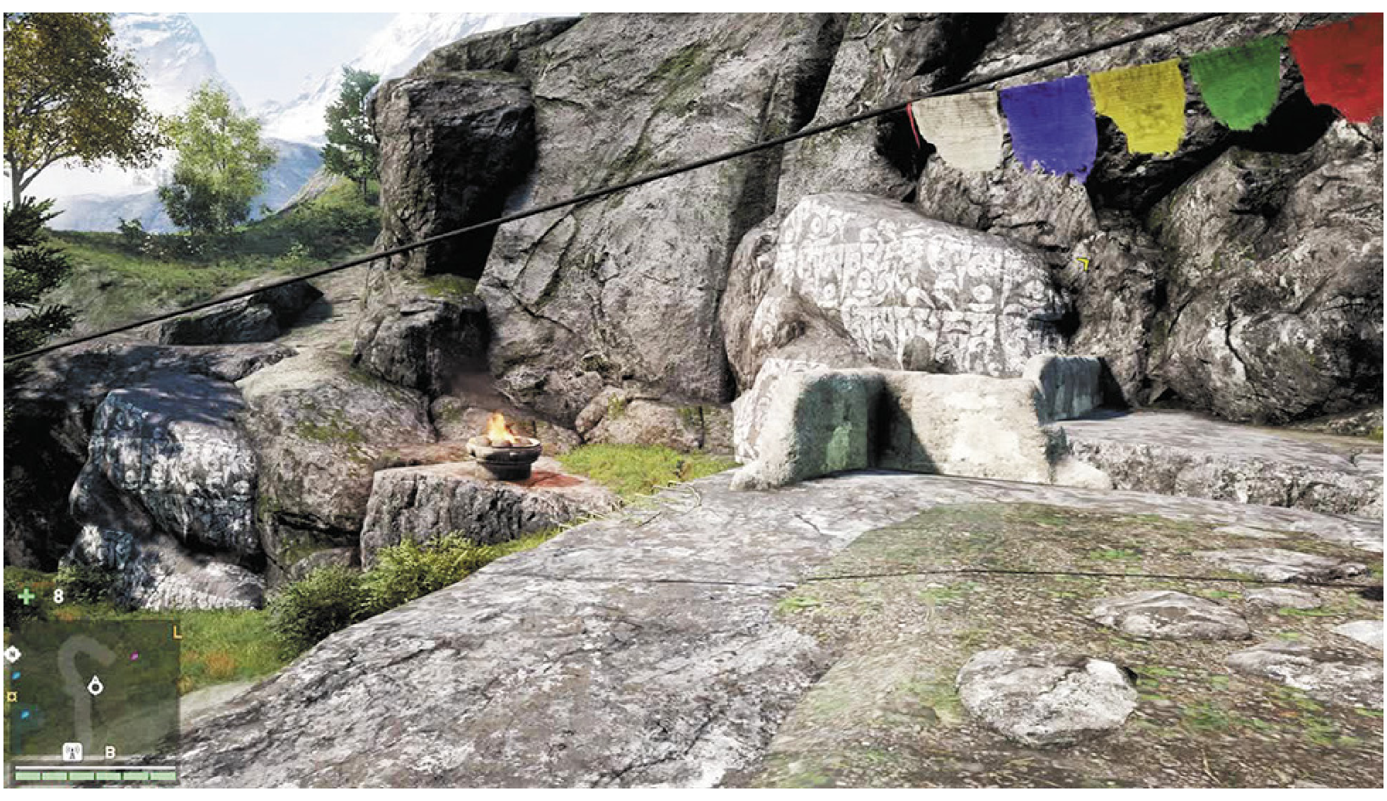
Bhadra: Well, I've never seen anyone carry around their mother's ashes.

After the cutscene, you have two options. Go see Longinus (whose "L" mission marker appears just a short distance to the southeast), or head toward the Y on the map into who knows what. Considering Longinus is close by and he tends to give us firearms, let's see what our Bible-quoting arms dealer has in mind.

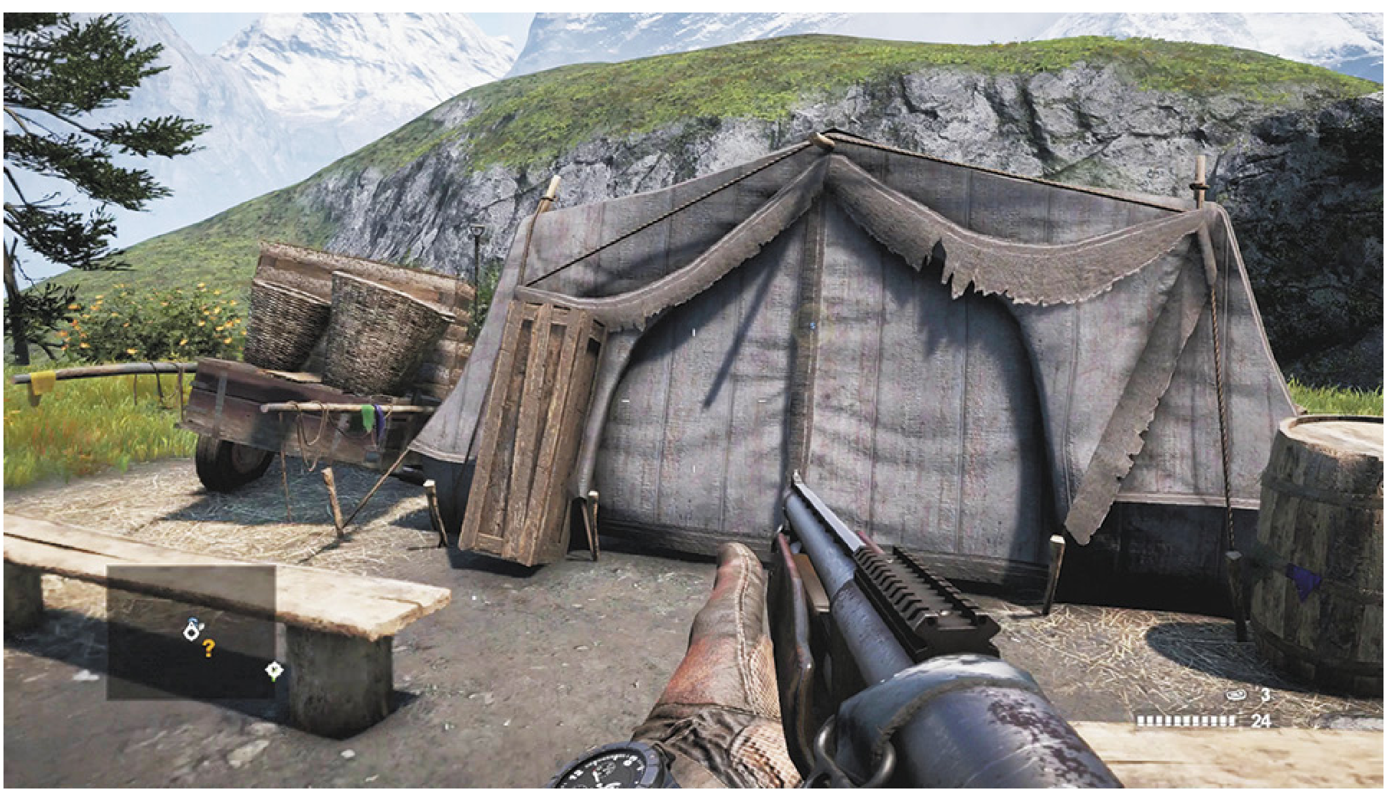


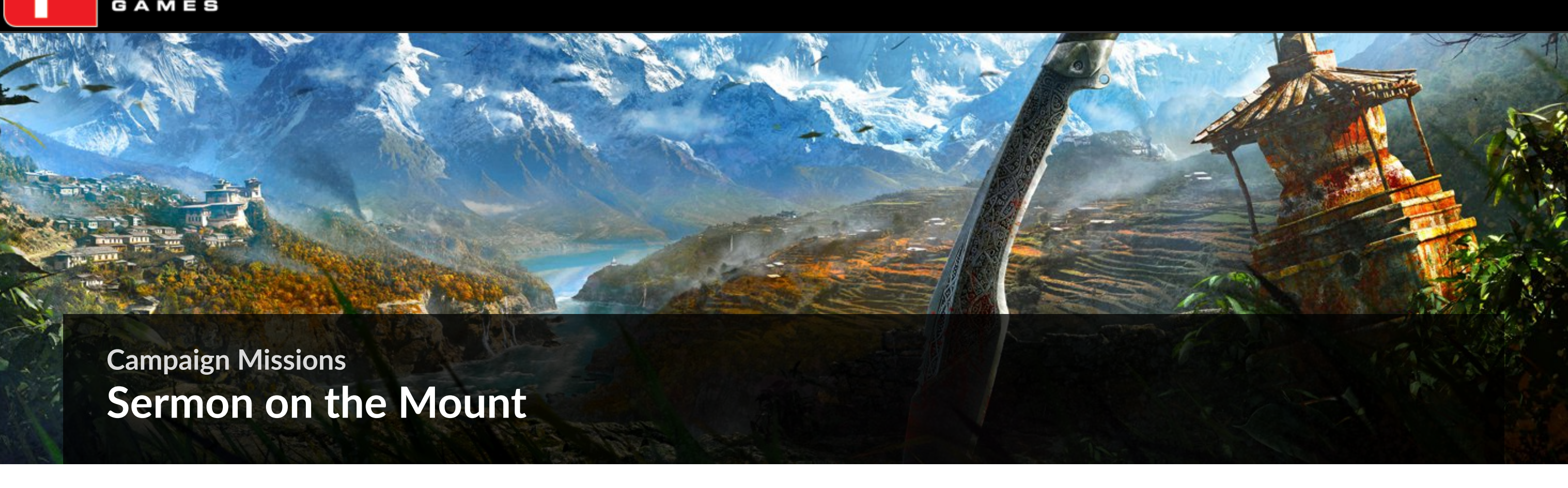
Before leaving the funeral, grab the Mohan's Journal to the left of the door Bhadra goes through.

Longinus is hanging out on the mountaintop around x:525 y:478. The quickest path to him is to take the winding path on the side of the monastery.



But, if you need to gear up (a rocket or grenade launcher will come in handy this next mission) you can fast travel to Khilana Bazaar, hop onto the buzzer, and fly. Whatever route you take, you'll find yourself standing before a not-at-all-suspicious little tent surrounded by crates of weaponry at the mountain's peak.



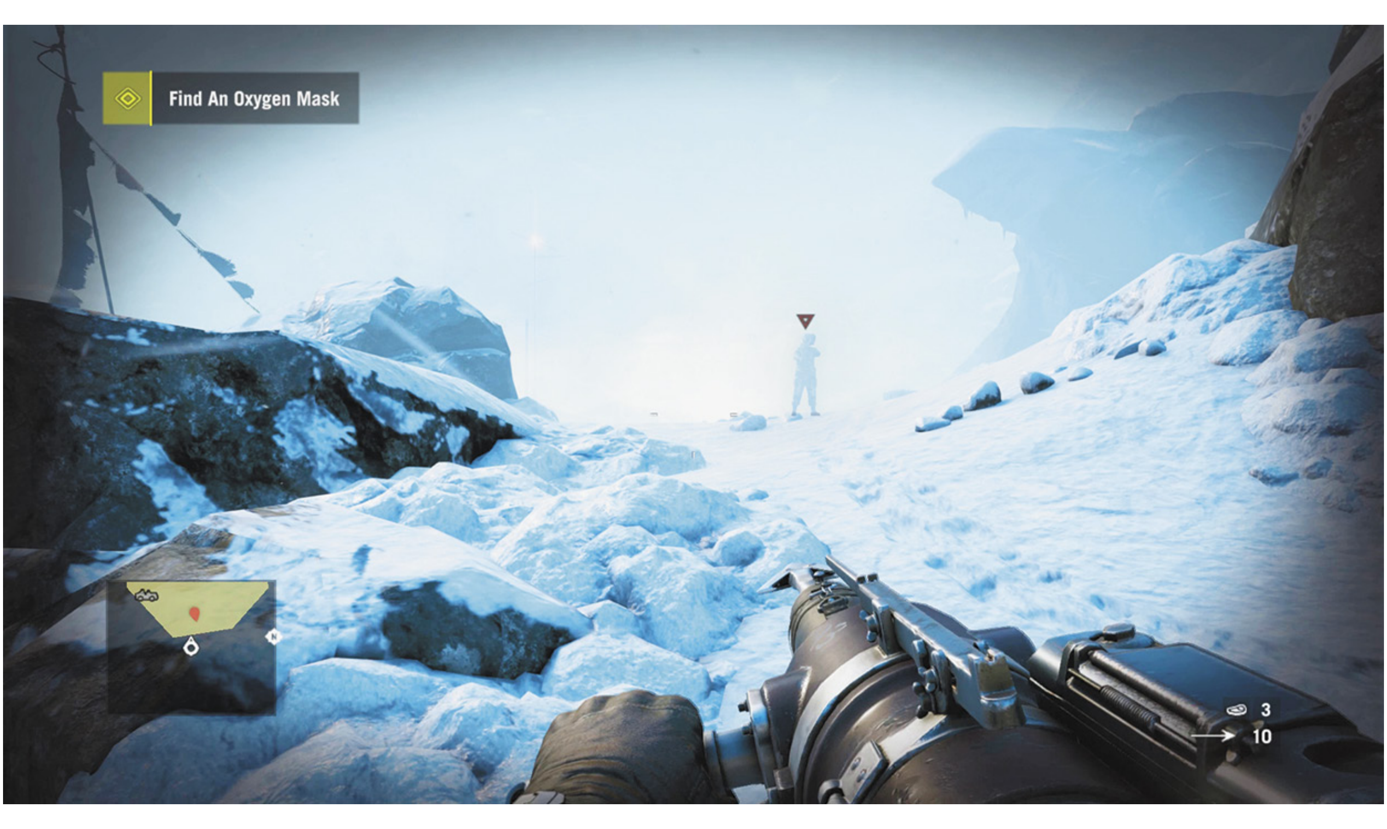


Campaign Missions

Sermon on the Mount

Longinus: "Blessed be the Lord, my rock, who trains my hands for war, and my fingers for battle." That is Psalms.

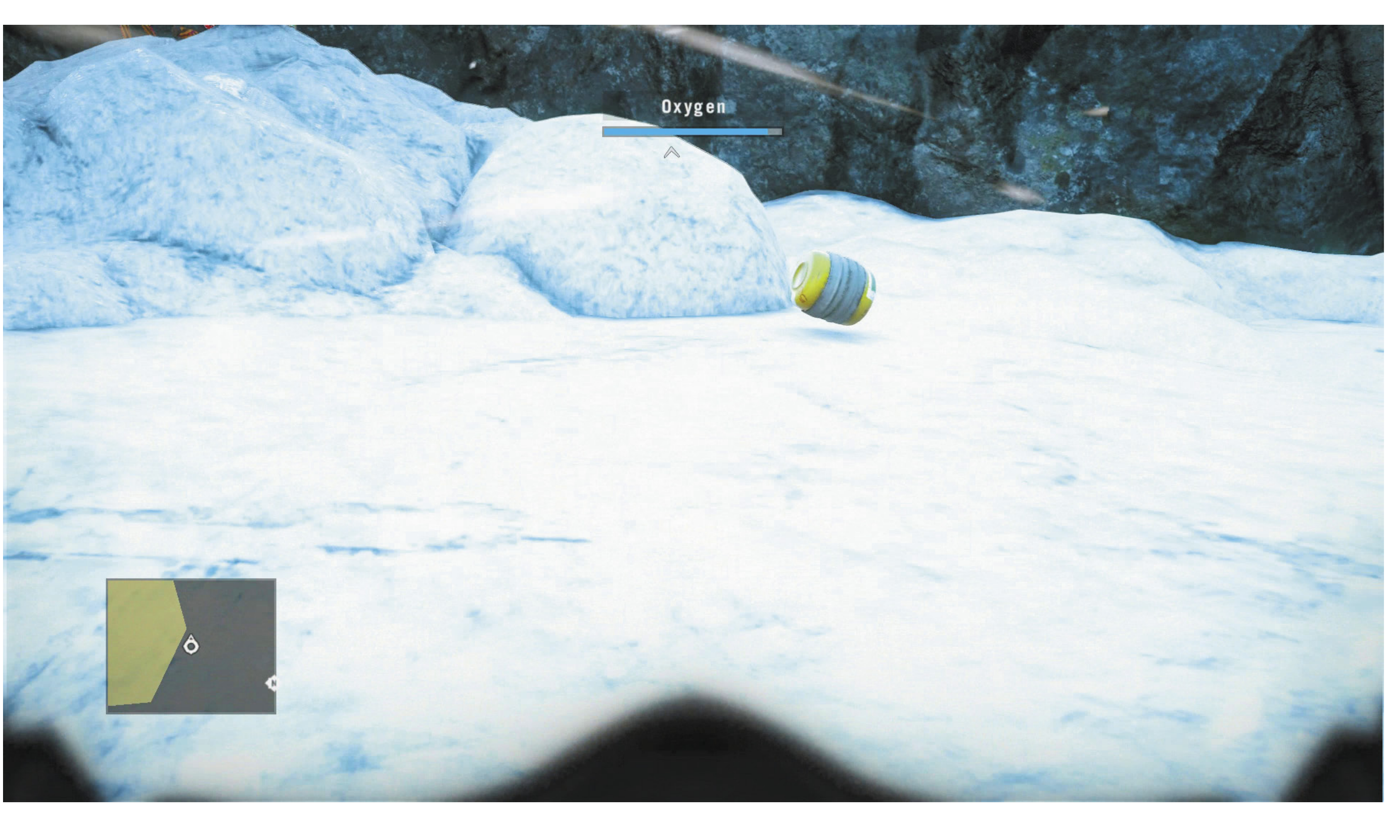
When you step inside the tent, Longinus will send you to pick up a shipment lost in a helicopter crash. And just outside, a friendly sherpa will auto-transport you to a location that's . . . a bit different than anywhere you've gone previously.



See that icy overhang? You can shoot to make it collapse.

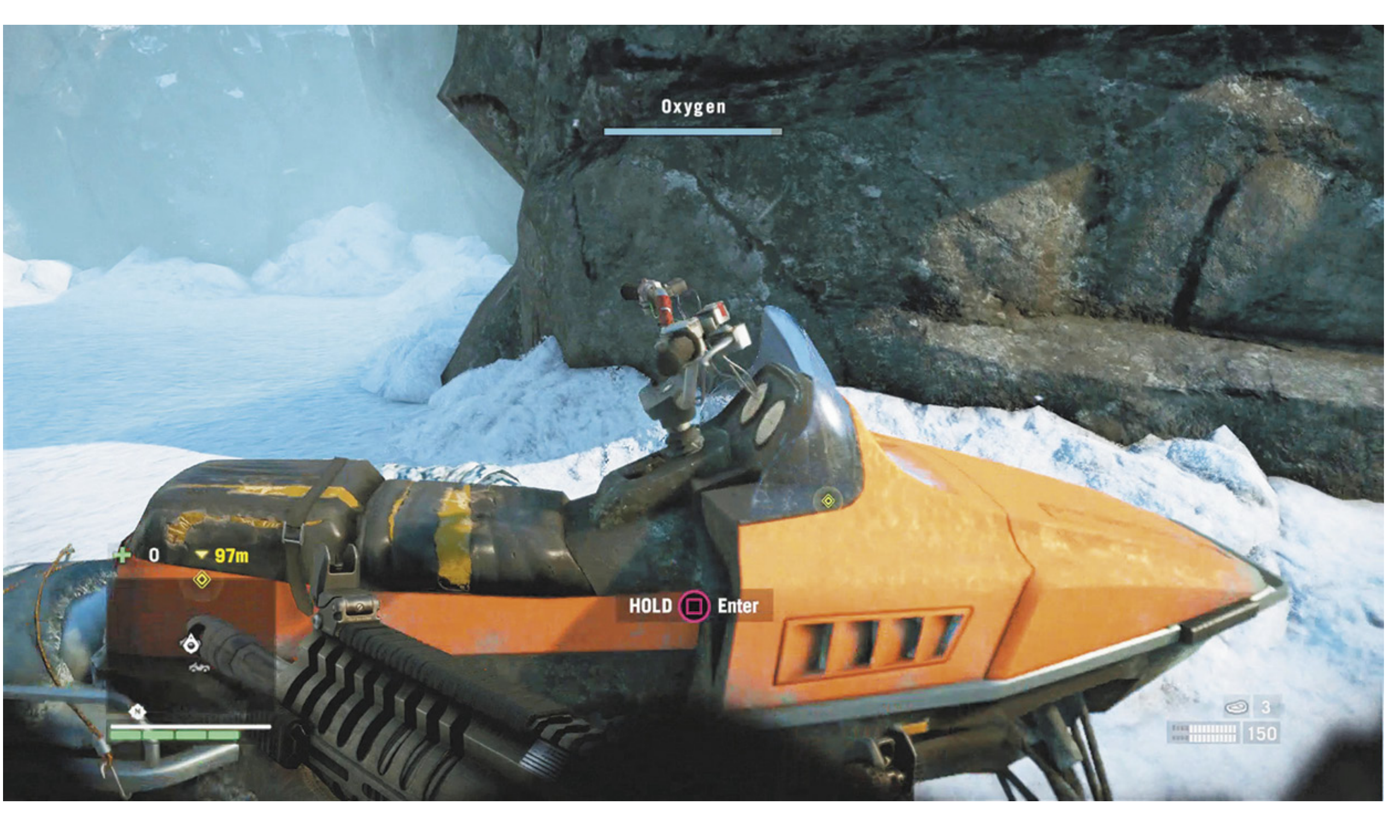
Min's troops are here as well, searching for the same lost shipment. But they don't see well in the blizzard, so stealth should come easier than usual here. However, oxygen does not. At this high altitude, you need an breathing mask to survive. And you need it fast.

Head up the trail to a single soldier shoveling snow. Take him down (or drop the ice on his head) and you'll have an oxygen mask. Congratulations! You *might* avoid an agonizing death by cerebral edema—assuming you're able to keep your mask topped off with refill canisters.



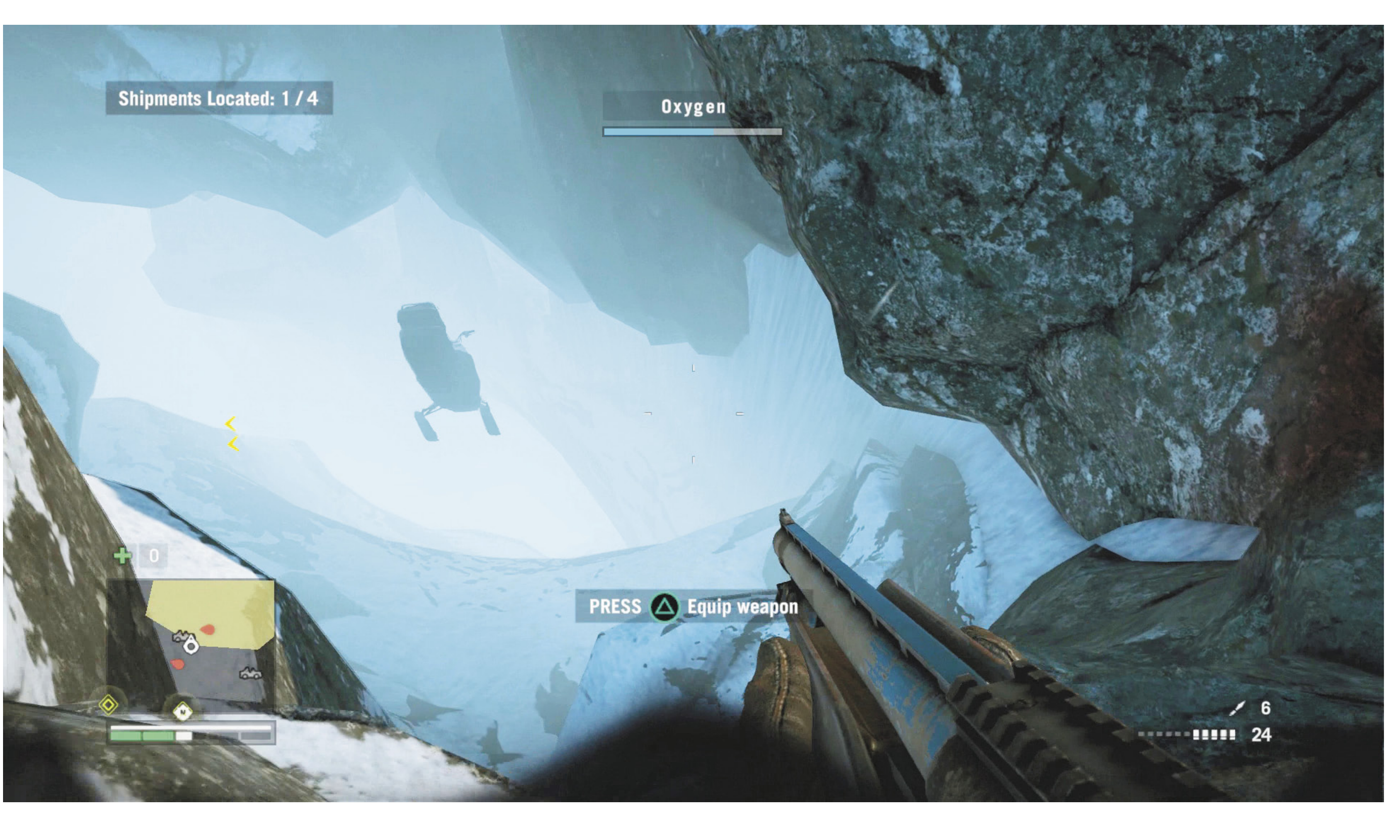
Up here, continued breathing looks like this. Watch for these canisters dropping from defeated enemies.

Before heading to the crash site, continue down the path until you see a huddle of enemy tents to the left. Clear out the four or five enemies now to save doing it later, and grab a P416 off one of them. It's a fantastically versatile assault rifle that you probably haven't collected yet and absolutely want. Then head south and catch your ride to the yellow diamond.



CAUTION

A note about the snowmobiles: be careful. Visibility here is terrible and ice, as you might guess, can be slick. So your chances of slipping over a crevice are far too high. You can complete this whole mission on foot. Don't be afraid to do so.

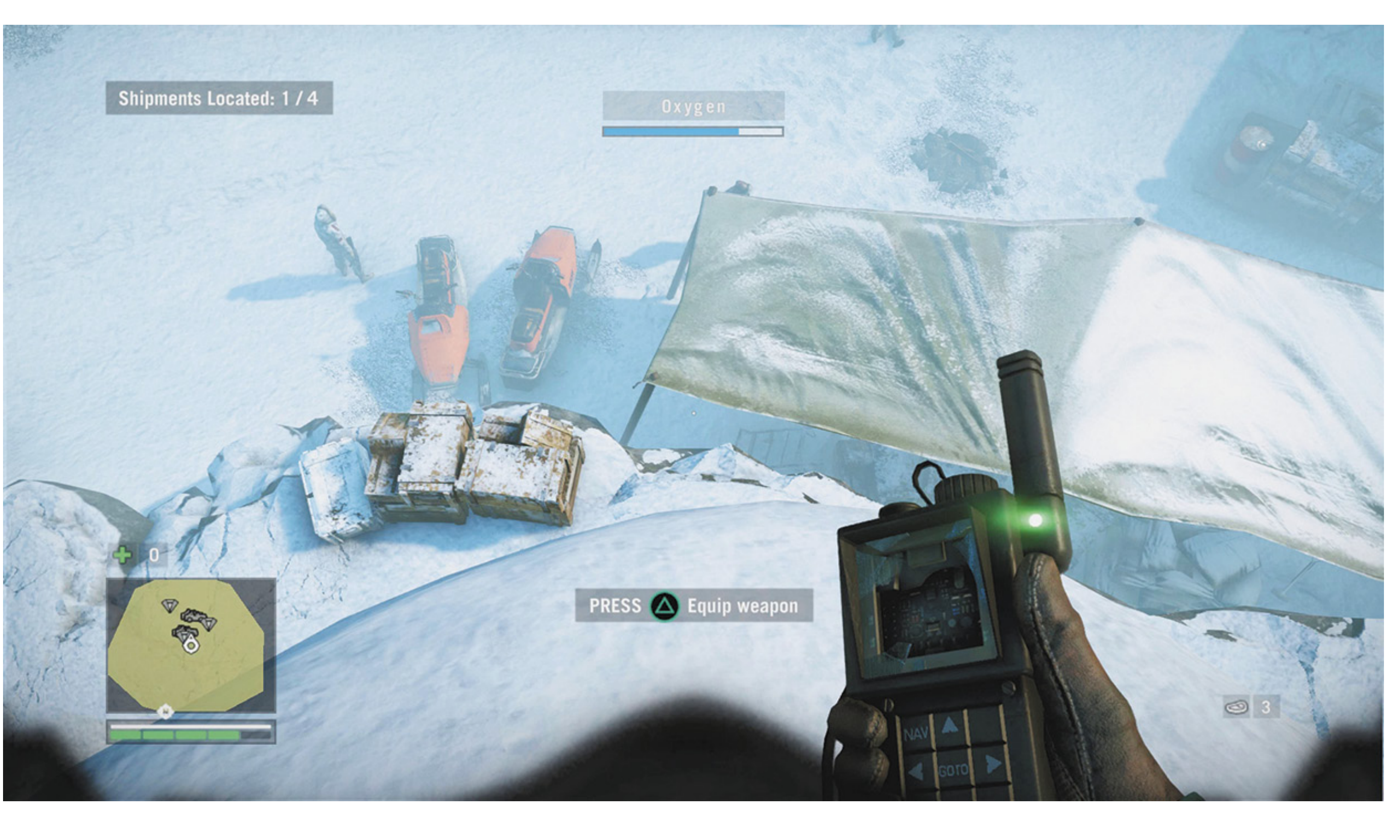


It's a long way down from some of these crevices.

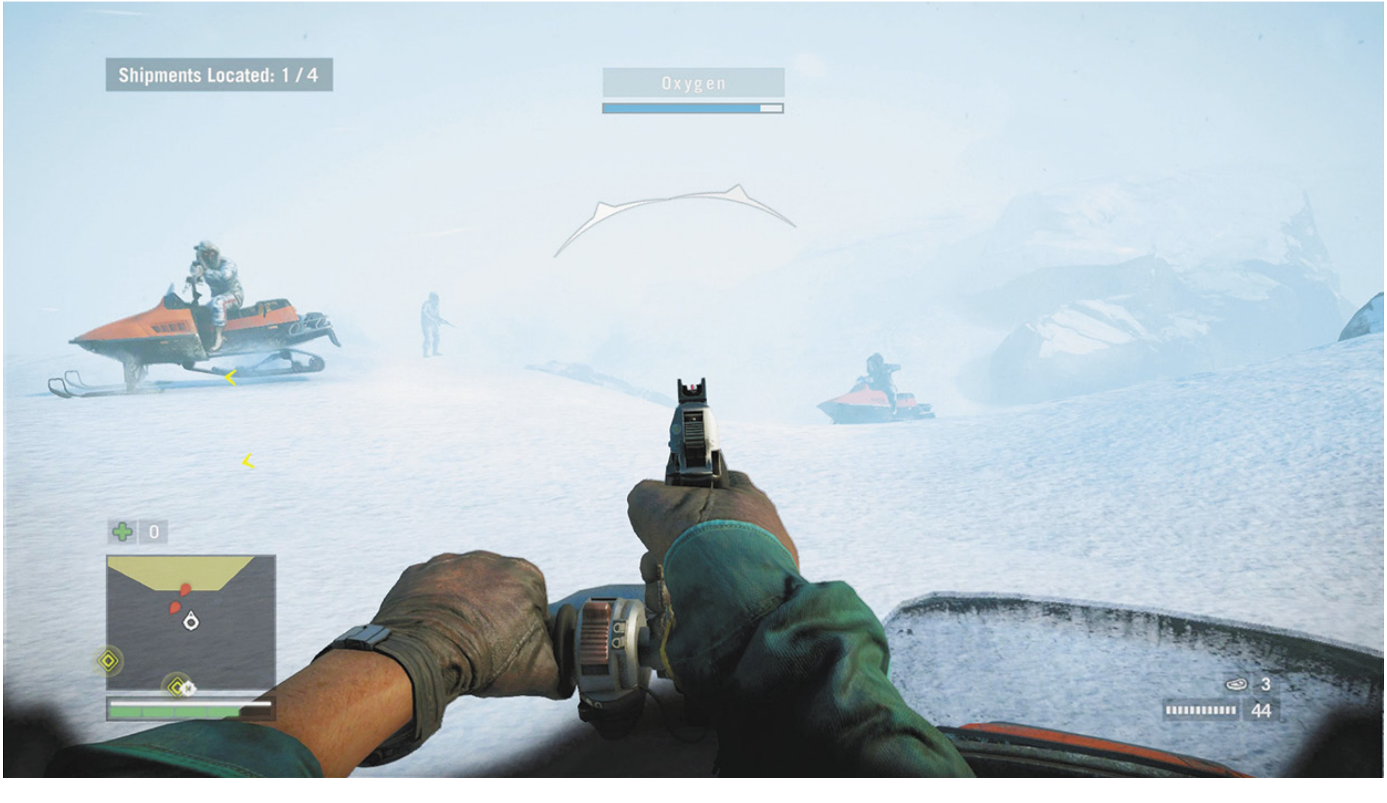
The diamond will lead you to a downed helicopter. Search the body nearby and you will discover what looks like an empty cigar box. No value. But you'll also get three new locations to visit.

MARKER #1

From the downed helicopter, go east, across the frozen pond, until the three soldiers pull up (two on snowmobiles). Cap them quickly, then follow the tracks up and to the south. As you near the yellow marker, you'll have two options: follow the trail around, which will put you in melee distance of the two guards below, or peel off to the right and shoot them from the cliff above.



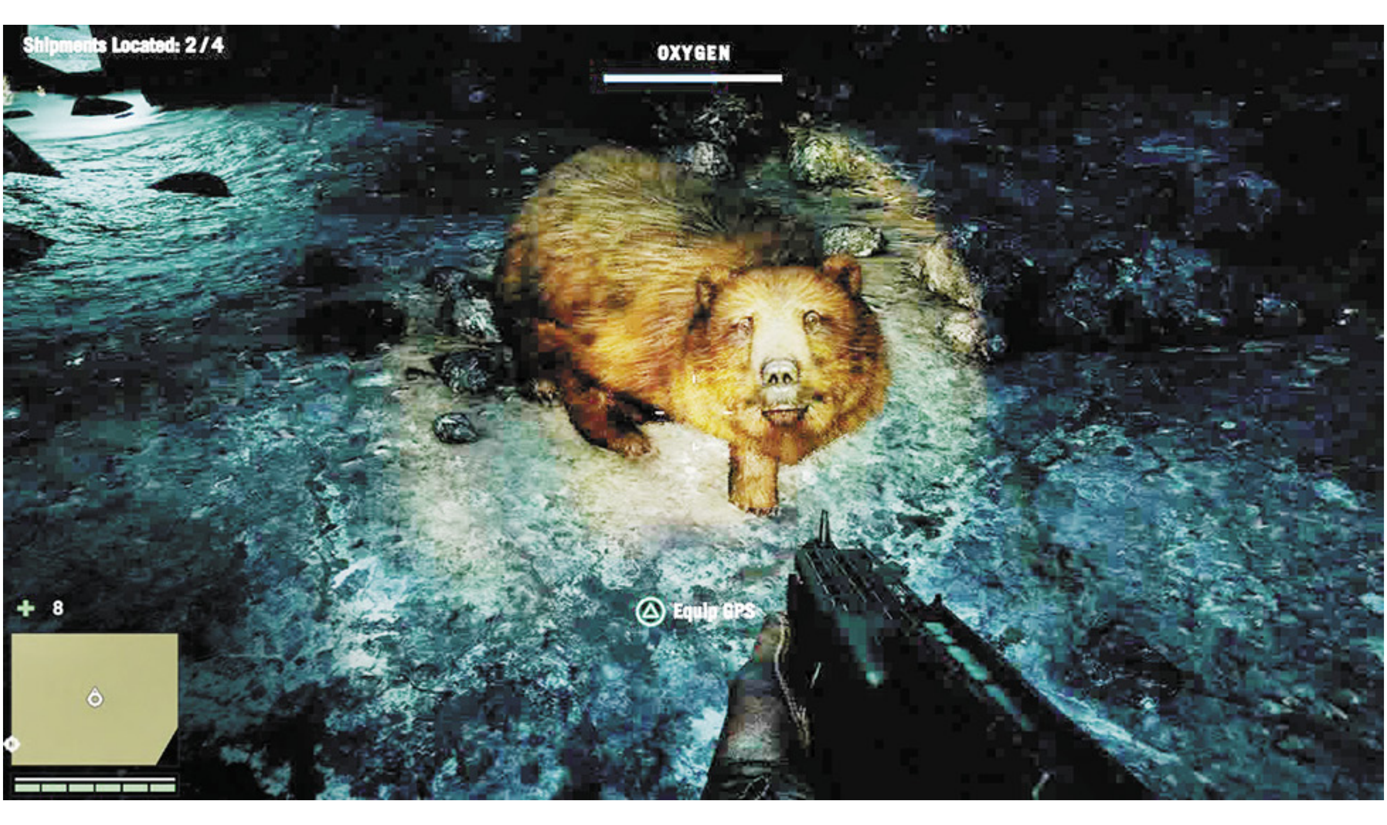
Either way, a quintet of reinforcements will show almost immediately even if you stealth-killed the original two. Take them down quickly using your preferred style and search the bodies to find...the same empty box.



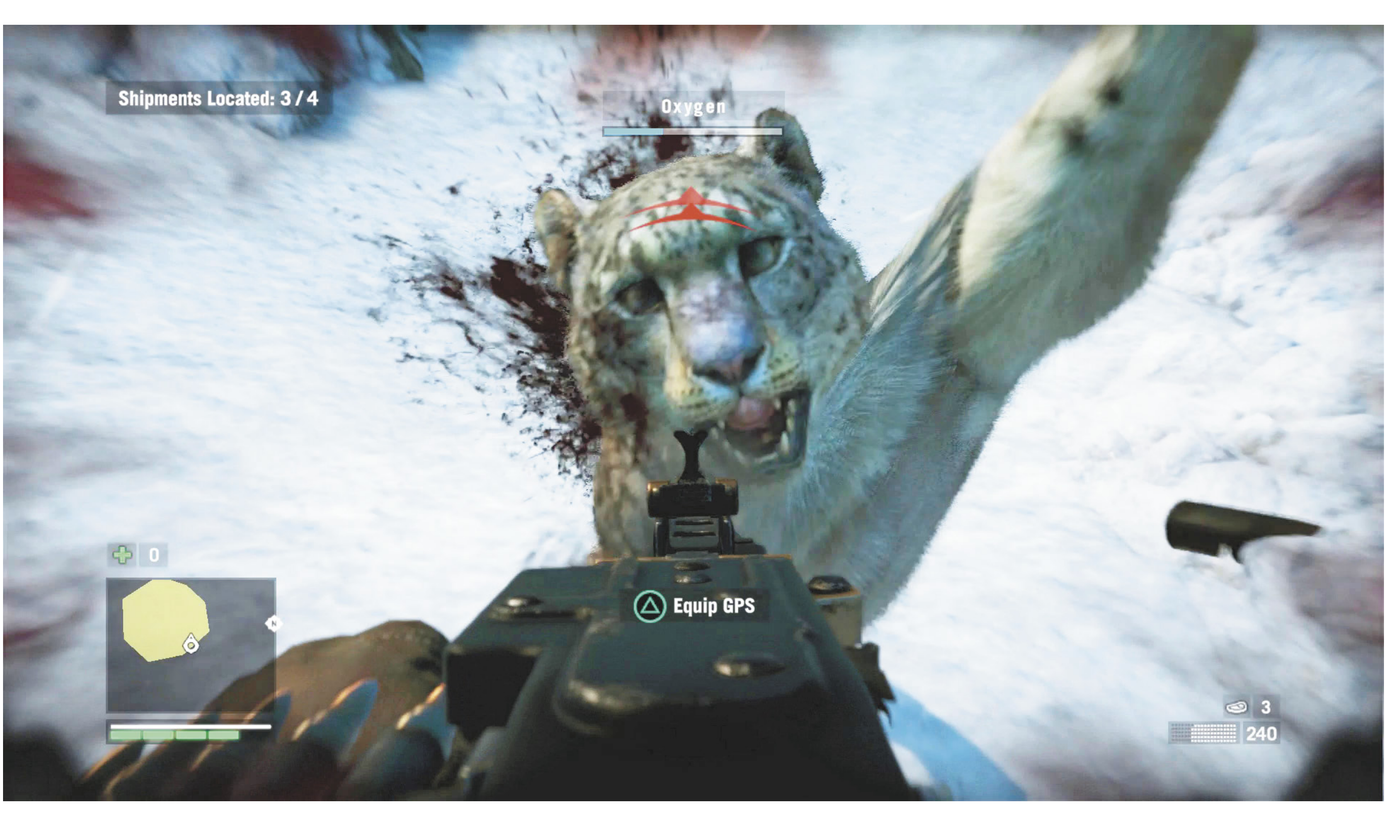
MARKER #2

Retrace your route to the frozen lake and go north until you reach a climbable ledge. Go over it and down into a tunnel.

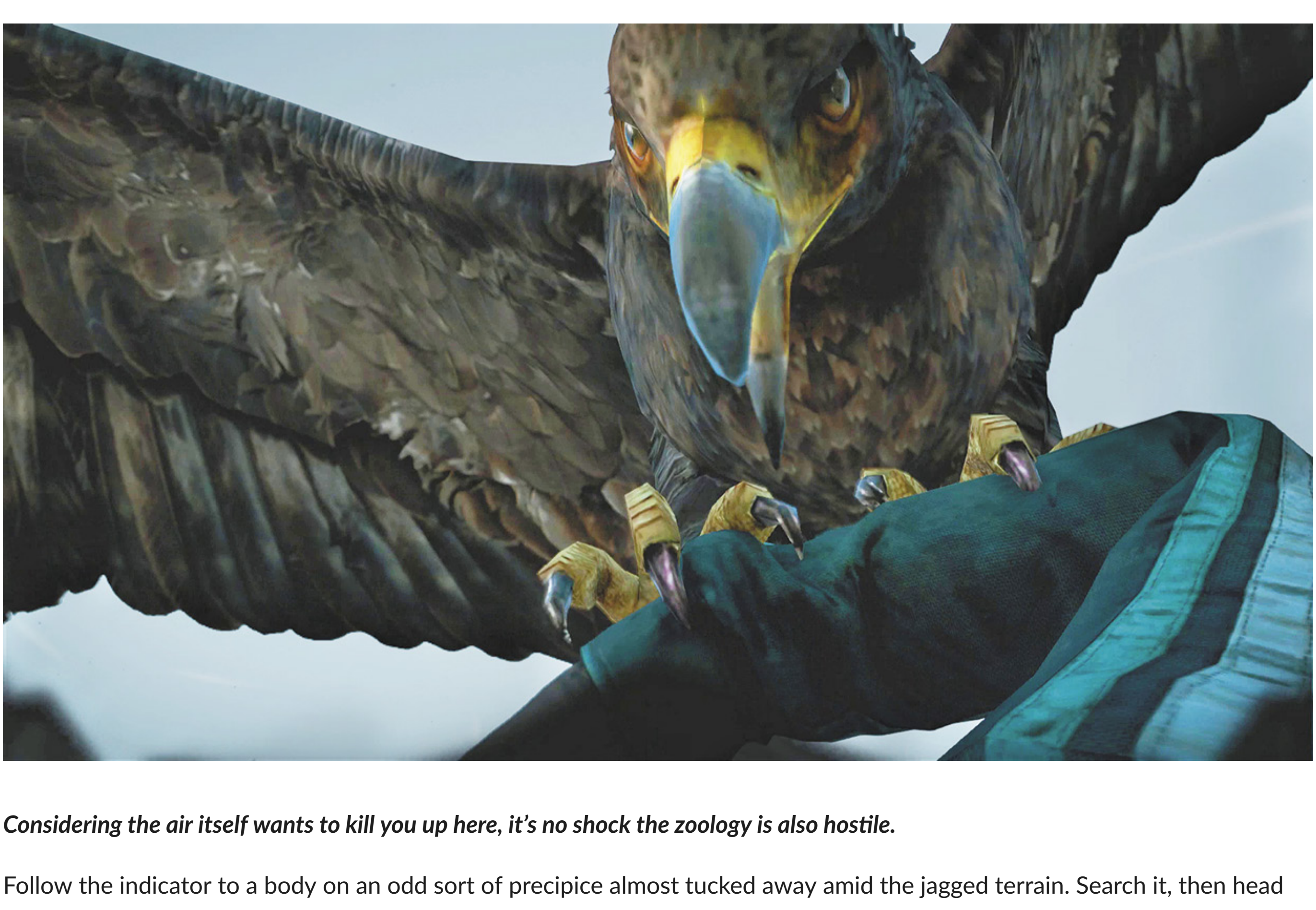
When the tunnel splits, stay to the left. Then stay left again at the next fork, which should run you right into a searchable corpse that will hold another no-value box. Also note this is the lair of an angry bear, so have a big gun (shotty, harpoon, LMG) ready. One marker left.



MARKER #3



Take yet another left-side tunnel to a series of several climbable ledges and leaps, which will take you into the third search zone. This one is up high, and black eagle attacks will be a nuisance. If you're lucky, you may also happen across a snow leopard or two, whose pelts are vital for crafting.

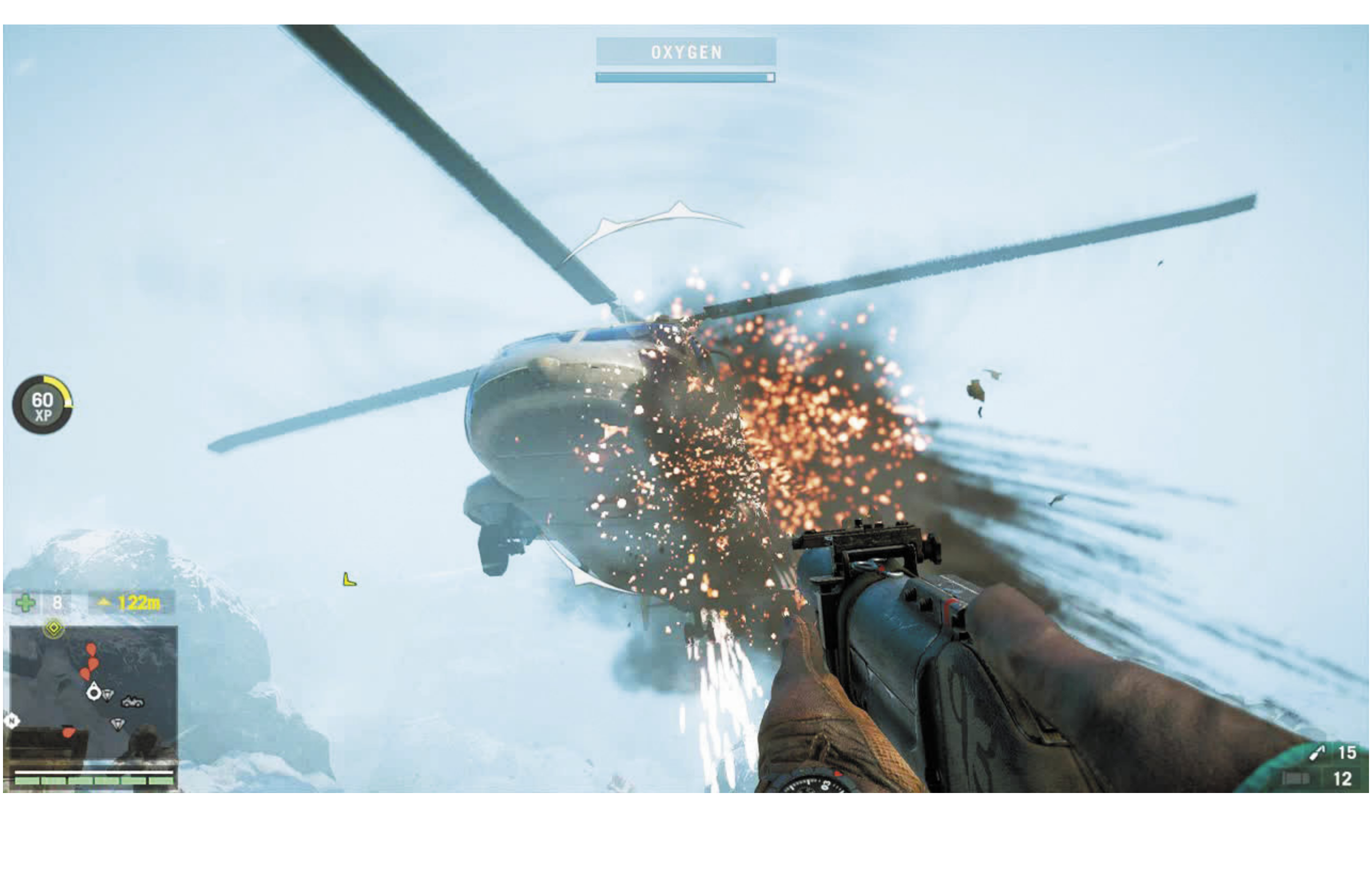


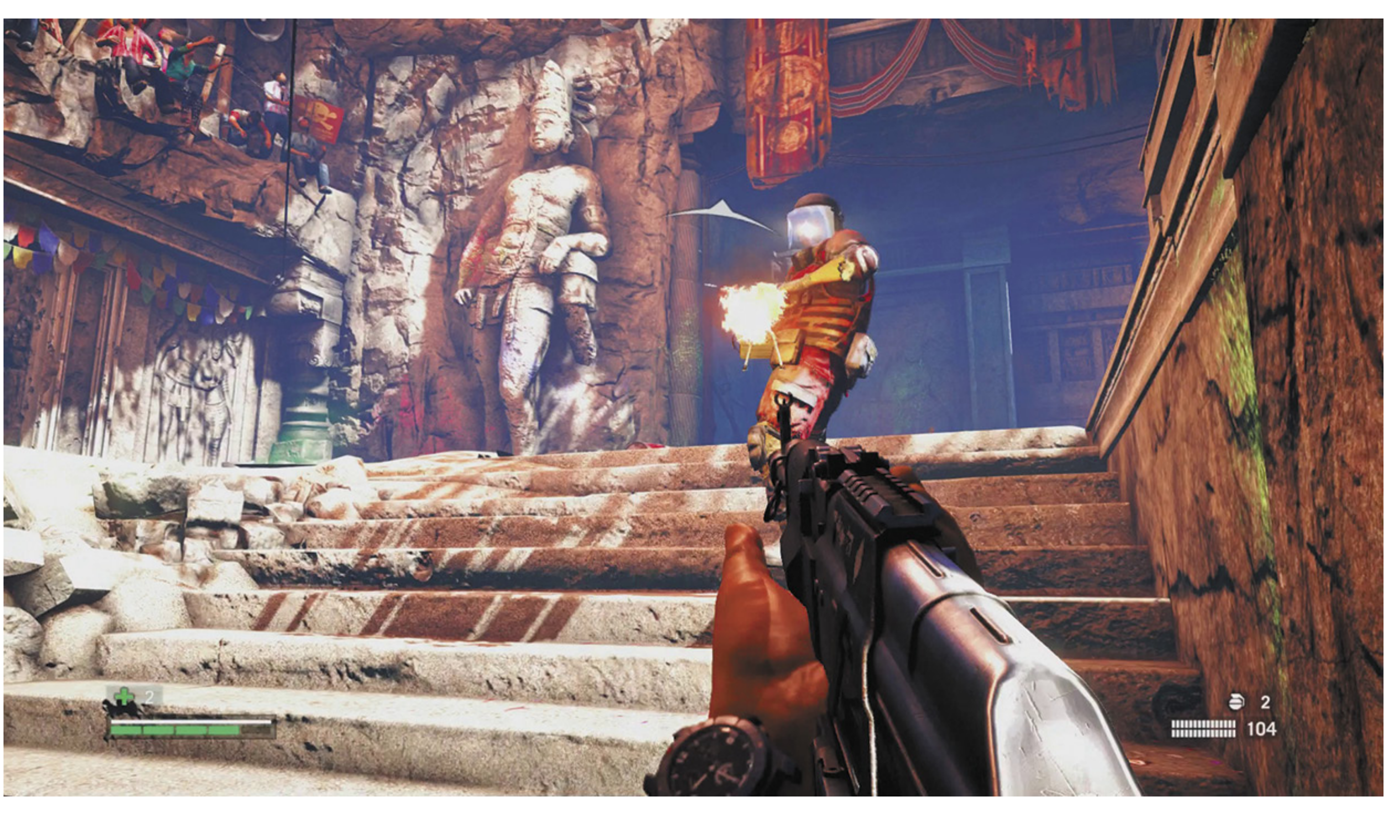
Considering the air itself wants to kill you up here, it's no shock the zoology is also hostile.

Follow the indicator to a body on an odd sort of precipice almost tucked away amid the jagged terrain. Search it, then head across the precipice to a long grapple back down and back through the tunnel.

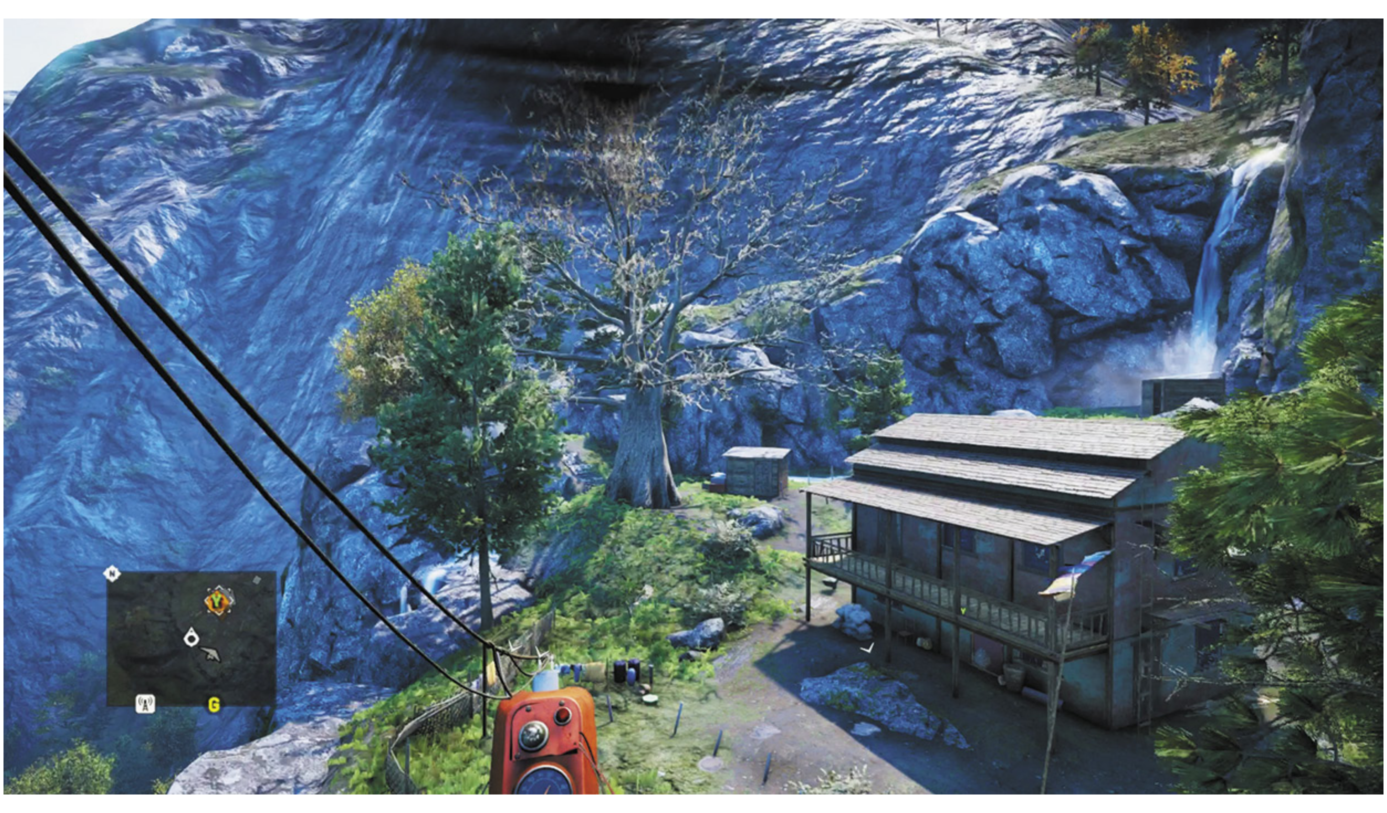
You'll emerge right in the midst of a replenished group of enemies, but don't panic. Most of the enemies will stay on the low ground to your left. Take the high ground and use cover when needed, and you'll be able to survive, possibly even pass unchallenged. If you don't mind a gunfight, keep an eye out for an enemy toting the RPG-7 rocket launcher. That's well worth looting. After clearing out or avoiding this crew, heal up and climb the ledge to the enemy camp.

Soldiers here will go on alert just as you arrive. But remember, your goal is just to get to the extraction point, not to fight. So if you want to run straight past the camp and follow the curve to the right to meet your sherpa, do that. If you'd rather fight, go for it. You may have already looted the camp, but XP gain is never a bad thing. You should notice several explosive barrels around, as well as a snow-covered ammo chest on the camp's western edge, and there's plenty of cover around. A helicopter will drop by as well, but if you brought a launcher, the copter is more of an opportunity than a threat. When this battle is over, trek in peace to meet your sherpa and head back to the unfrozen world, where Longinus reveals the true value of those boxes you've collected.





Time to see what that Y on the map is all about. Take the buzzer on a long flight to a fairly swanky farmhouse perched on the edge of a towering cliff.



Turns out, this is your parents' homestead. Inside, you'll find two stoners, Reggie and Yogi, who...well, you'll see.

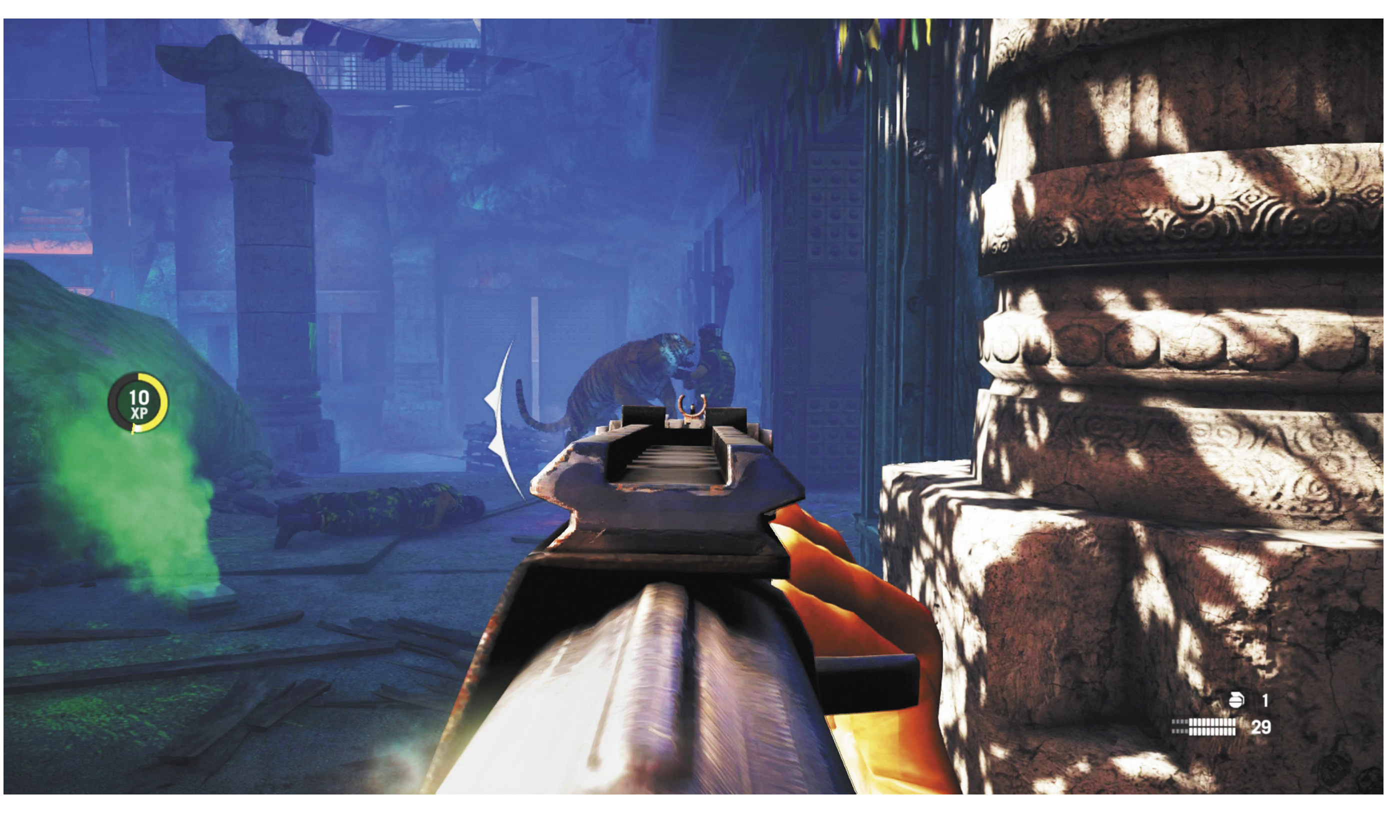
Yogi: But first, let's have a little peace pipe while we hash out the details? You're into this sort of thing, right?

JUST SAY NO.

THE ARENA

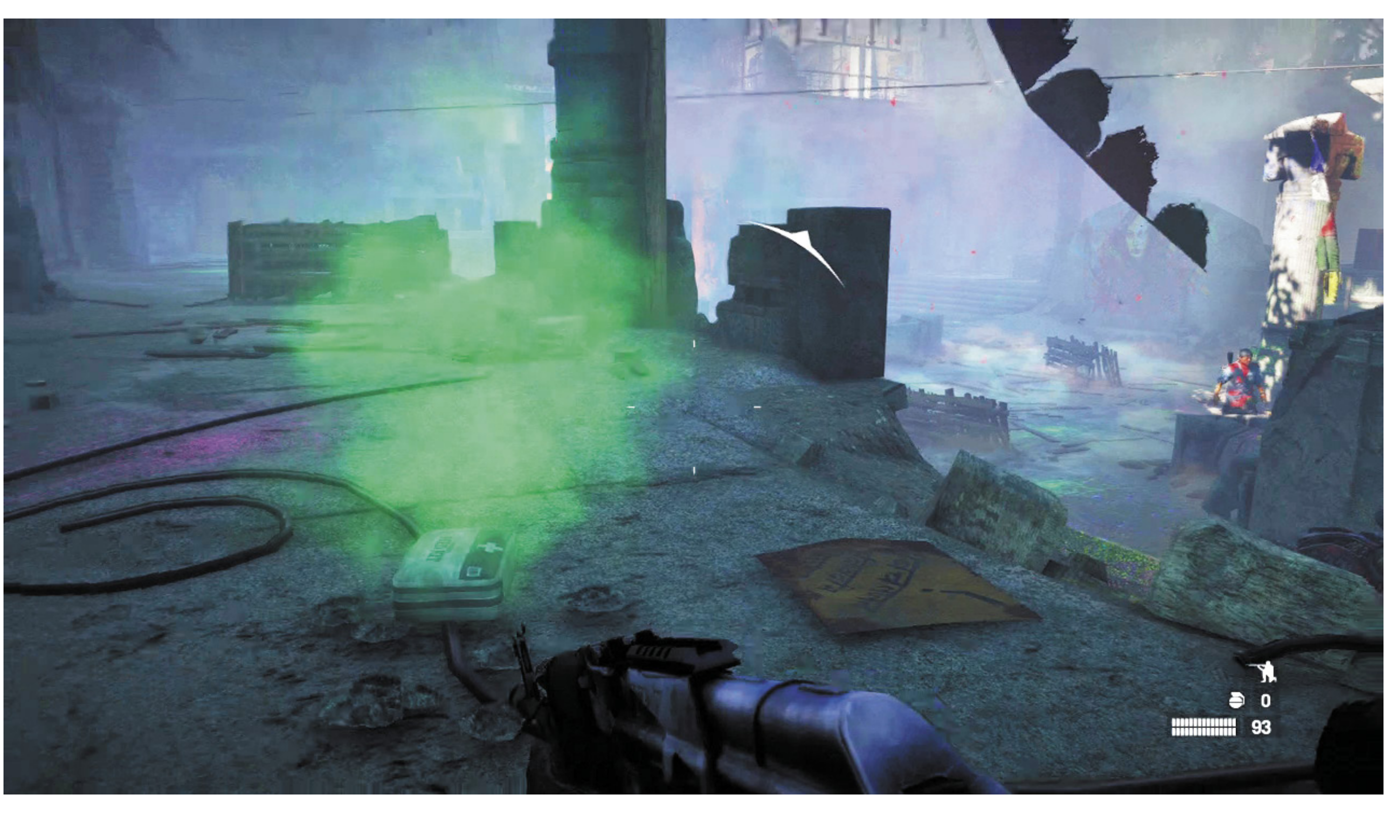
When you next gain control of Ajay, you'll find yourself thrust into an arena, naked and armed with only a knife, fighting off waves of enemies both human and animal. But don't worry. It's actually not that bad.

First things first: Get your bearings. The arena is a large rectangle with a pit-like lower level ringed by a wide balcony level and several large doors. Each of the five waves of enemies will come from one or more of these doors. Also, the arena is littered with all sorts of cover, from columns to pedestals to pallets. Round one is the hardest, because you have a knife (and no pants) and everyone else has a weapon. However, there may also be animals such as wolves or tigers, which attack the enemies as well. If you see this happening, don't interfere.

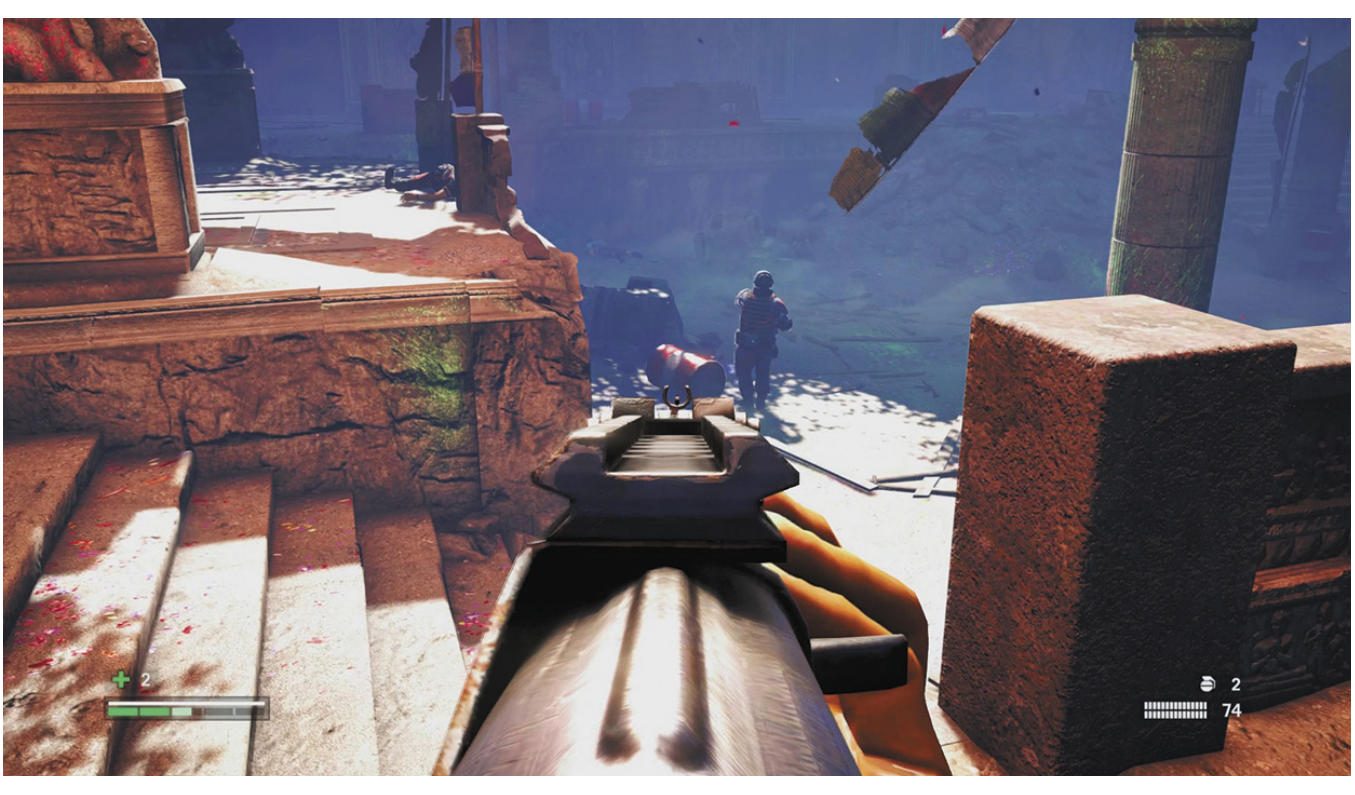


Second things second: Get a gun ASAP. Either grab one dropped by a fallen fellow gladiator or sneak up on someone and use a takedown. You should be able to scavenge both an AK47 and a shotgun by the end of the round. Once you have firepower, stick to the edges (which minimizes the angles from which you can be shot), always use cover (especially when healing), and keep moving so enemies can't surround you—especially the rushing shotgunners. An aggressive strategy will serve you well here. Hunt your enemies. Don't wait for them to come to you.

The next few rounds are rinse and repeat. Start each round with the shotgun, because it's a quicker insta-kill for the enemies that will rush toward you, then switch to the AK for longer-range targets. Above all, watch for green smoke, which indicates a health syringe that someone has dropped in.



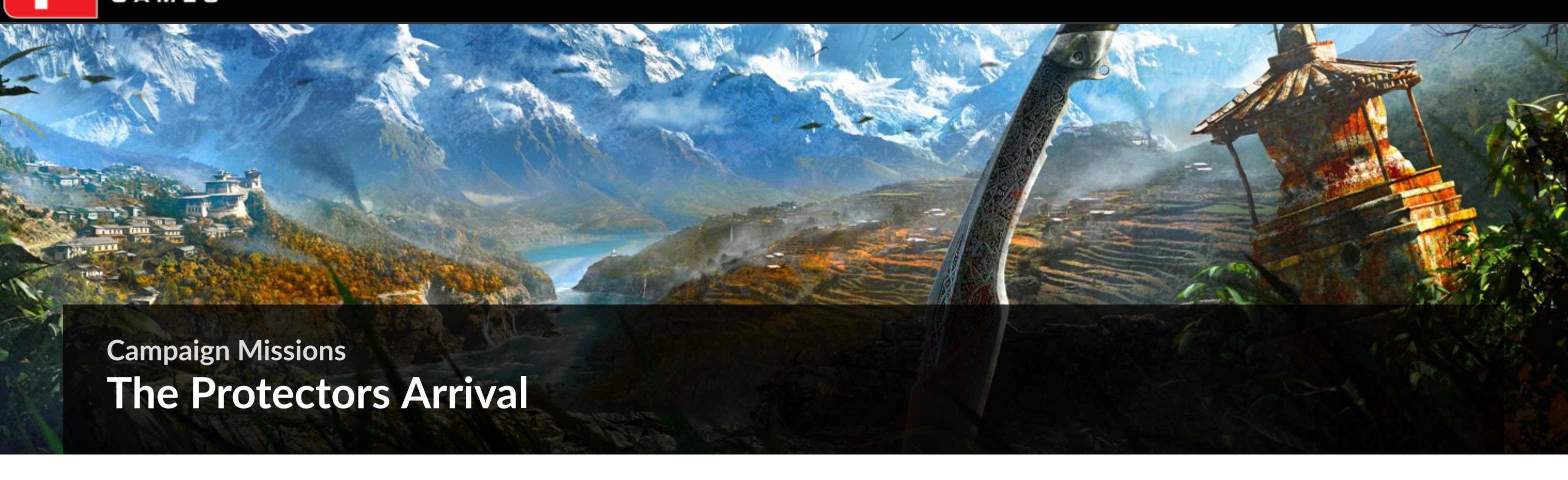
During the fourth round, you may notice a tiger. Let it take out as many foes as it can before you kill it. Also, red and white barrels that (naturally) explode when shot will drop into the arena. Try to save a few of these for the fifth and final round, which has a heavy. He'll soak up a ton of bullets, but he's dumb as a shoe. He'll walk slowly toward wherever he saw you last, making it easy to lure him into barrels. Boom.



Once you've won the battle, you'll have a chat with the Shanath Arena mistress, Noore, who is suddenly friendly and not at all trying to kill you. In fact, she wants to make you an offer.

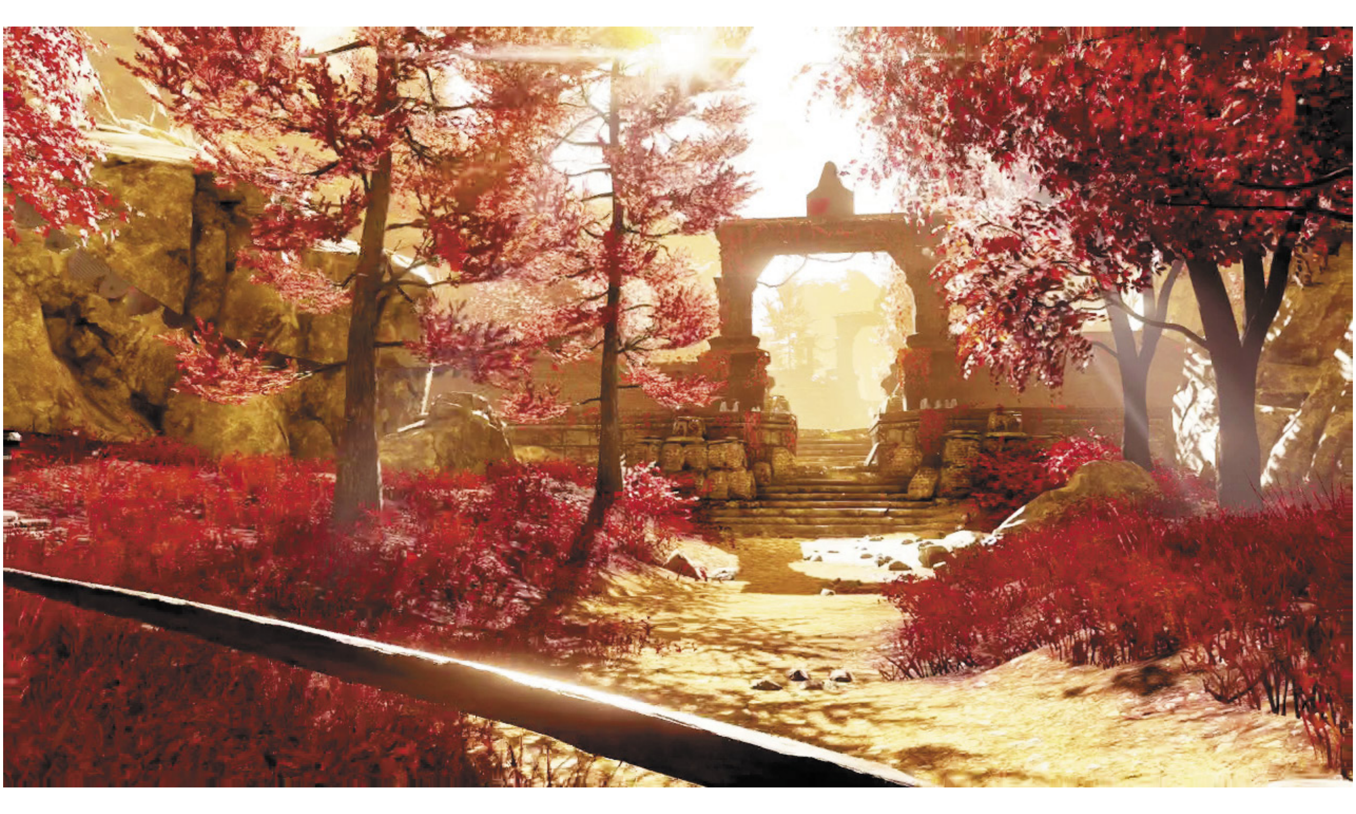
Noore: Just listen, please. Paul has my family. Until I know they're safe, I'm trapped here doing whatever Pagan wants me to do.

You can come back to the Shanath Arena at any time and try your luck in more mortal combat. For now, let's head down the stairs to the right and explore Naccarrapur, the town outside the arena. You'll find a shop run by yet another shopkeeper obsessed with smutty romance novels, a propaganda poster and, if you explore the steps by the picnic tables, the entrance to the local Golden Path safe house—which is remarkably opulent, considering it's *right* next door to Min's arena.



Campaign Missions

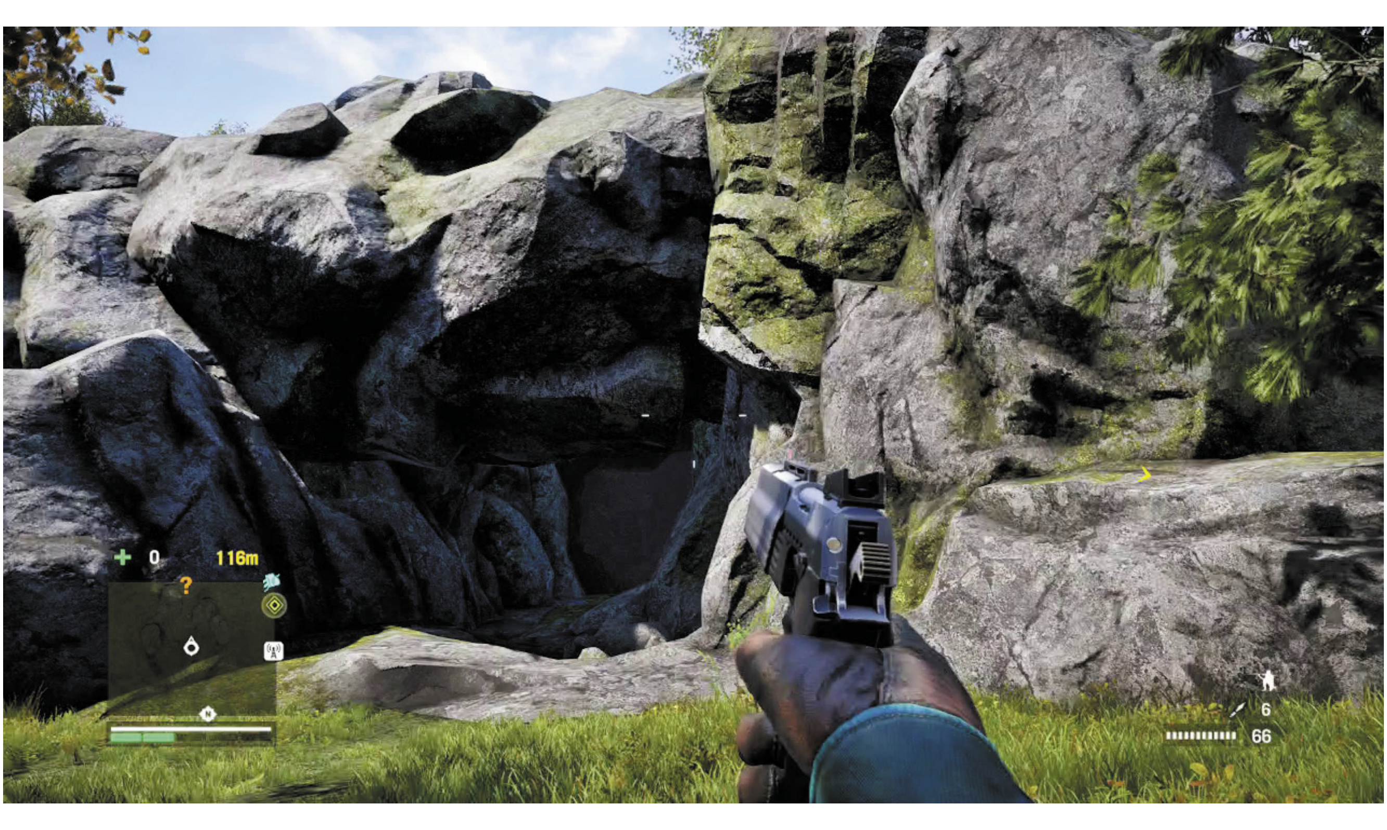
The Protectors Arrival



Now that you're free of the arena and wearing pants again, let's go have a little follow-up chat with our home squatters-slash-personal abductors, Yogi and Reggie. They're still as super-annoying as ever, but instead of breaking both their necks, you somehow let them talk you into setting out in search of a lost thangka painting, which may or may not be magical, in a cave with a scary door. There's a hang glider right here, and you probably took the buzzer to get here. Either will serve in this case.

On the island, the quest marker will lead you to the entrance of a cave named Kalinag's Wisdom.

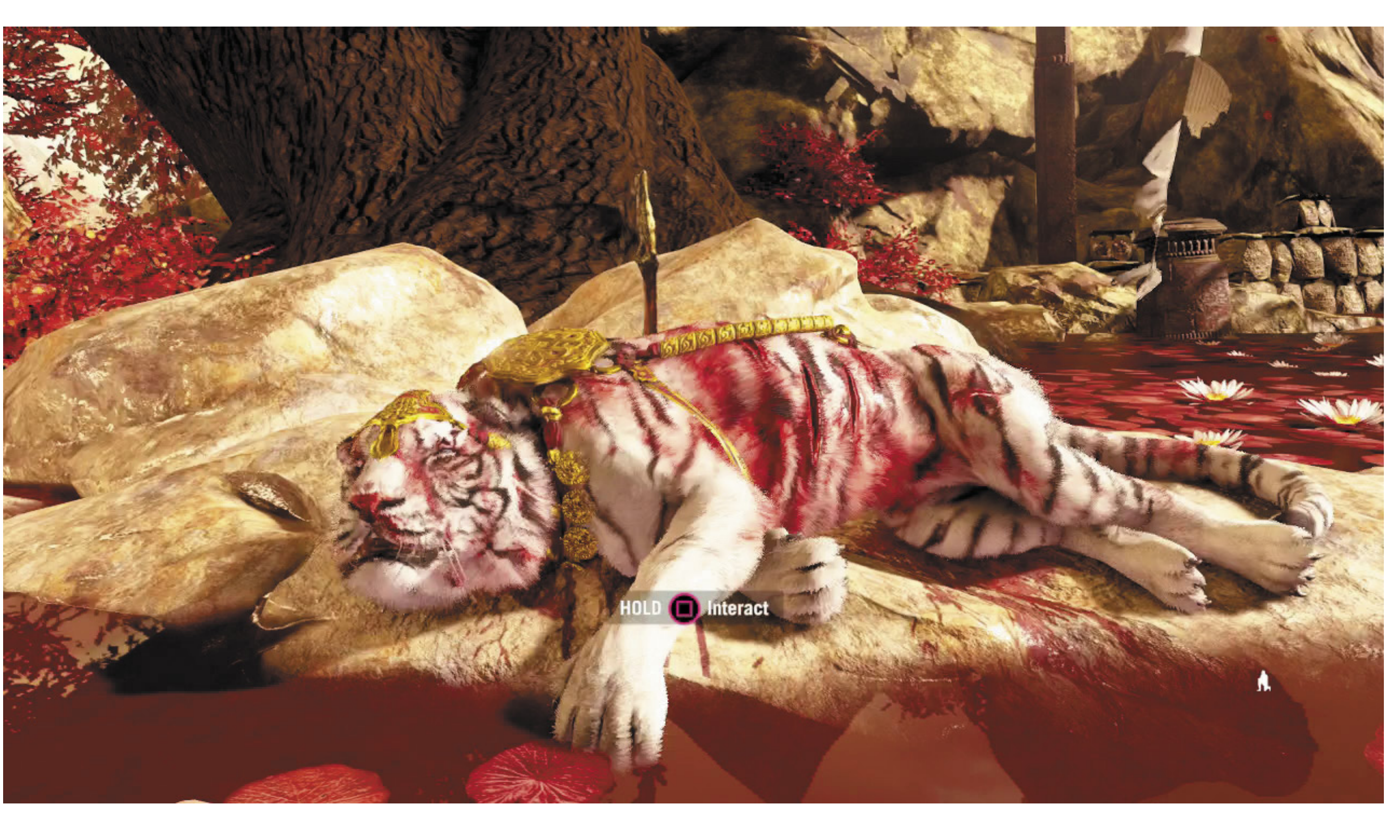
There you'll find treasure, a mani wheel, and a vertical tunnel that drops into a subterranean pool. Resist the urge to dive. It won't kill you, but you don't want to go all the way down.



Use the grapple point overhead and lower yourself into the hole. As you descend, watch for another grapple point you can switch to, then another. This will put you on a platform near a stone walkway and another grapple point, then another, rising increasingly higher. Eventually, you'll be eye-level with the statue.

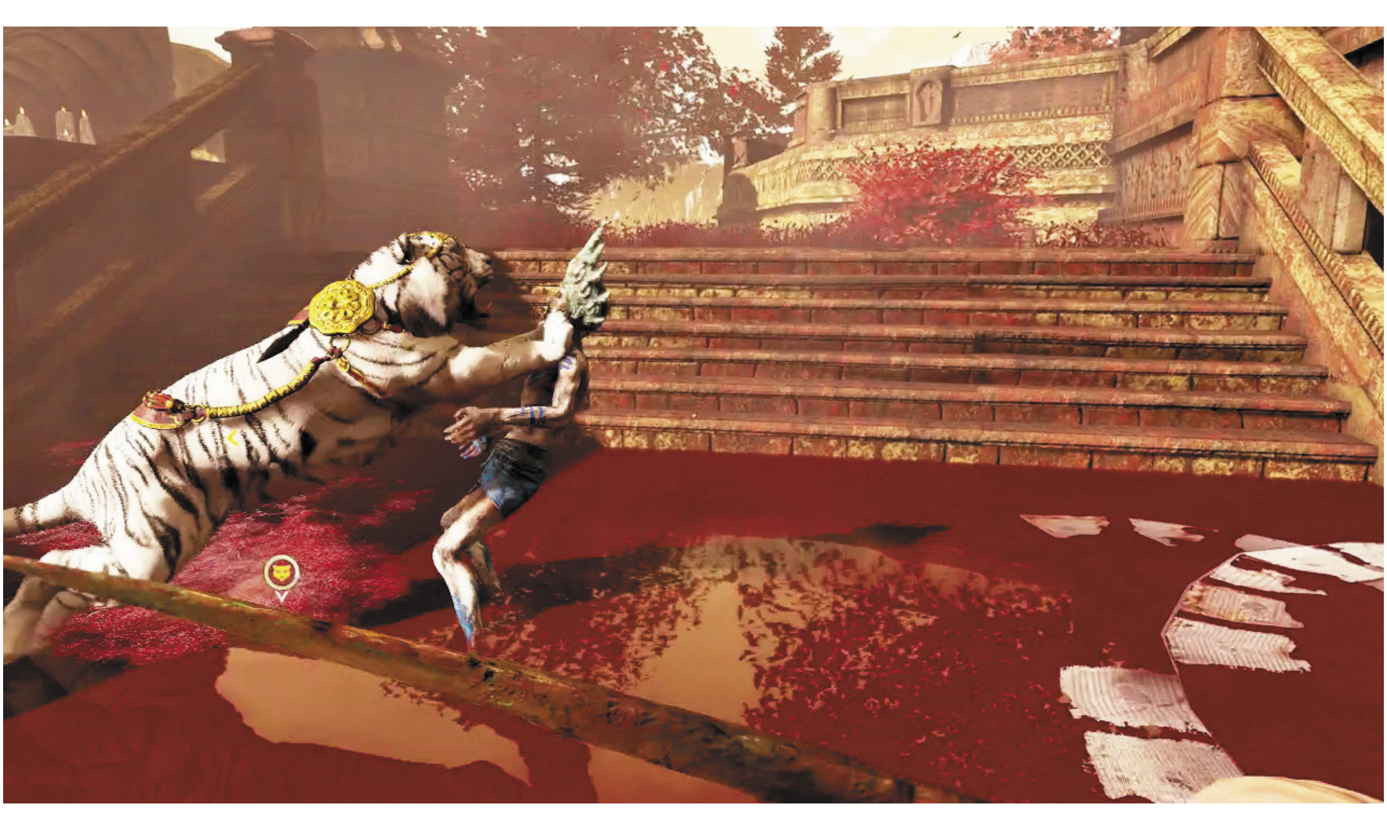
Use the walkway and head into the chamber beyond. The chamber beyond contains one of Mohan's Journals—which you should grab first—as well as a canister-like object on a crate. This is your first thankga. And it is indeed magical. You'll pass out and awake at the edge of a precipice, looking down into a patch of ground fractured by glowing red fissures. When the voice tells you to jump, do so. Then swim up through the funnel of fishes. (Yep. You read that right.)

ENTRY INTO SHANGRI-LA

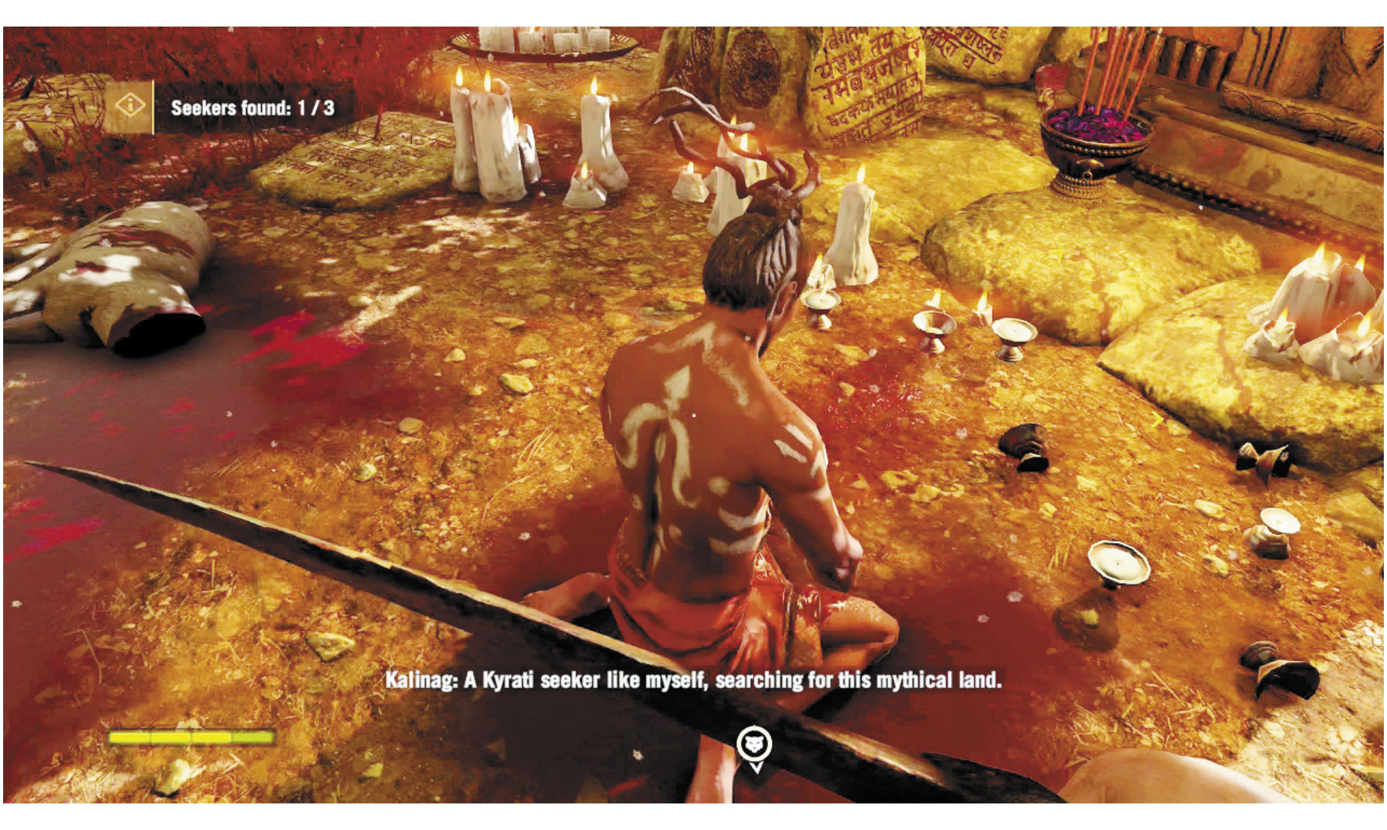


You'll emerge on a gold-and-scarlet landscape, with no weapons and only one direction to go. So go. You'll soon come across a scene as grisly as Shangri-La is beautiful.

Follow the prompt and continue up the path. When you reach the area with the man on his knees, be sure to interact with him.



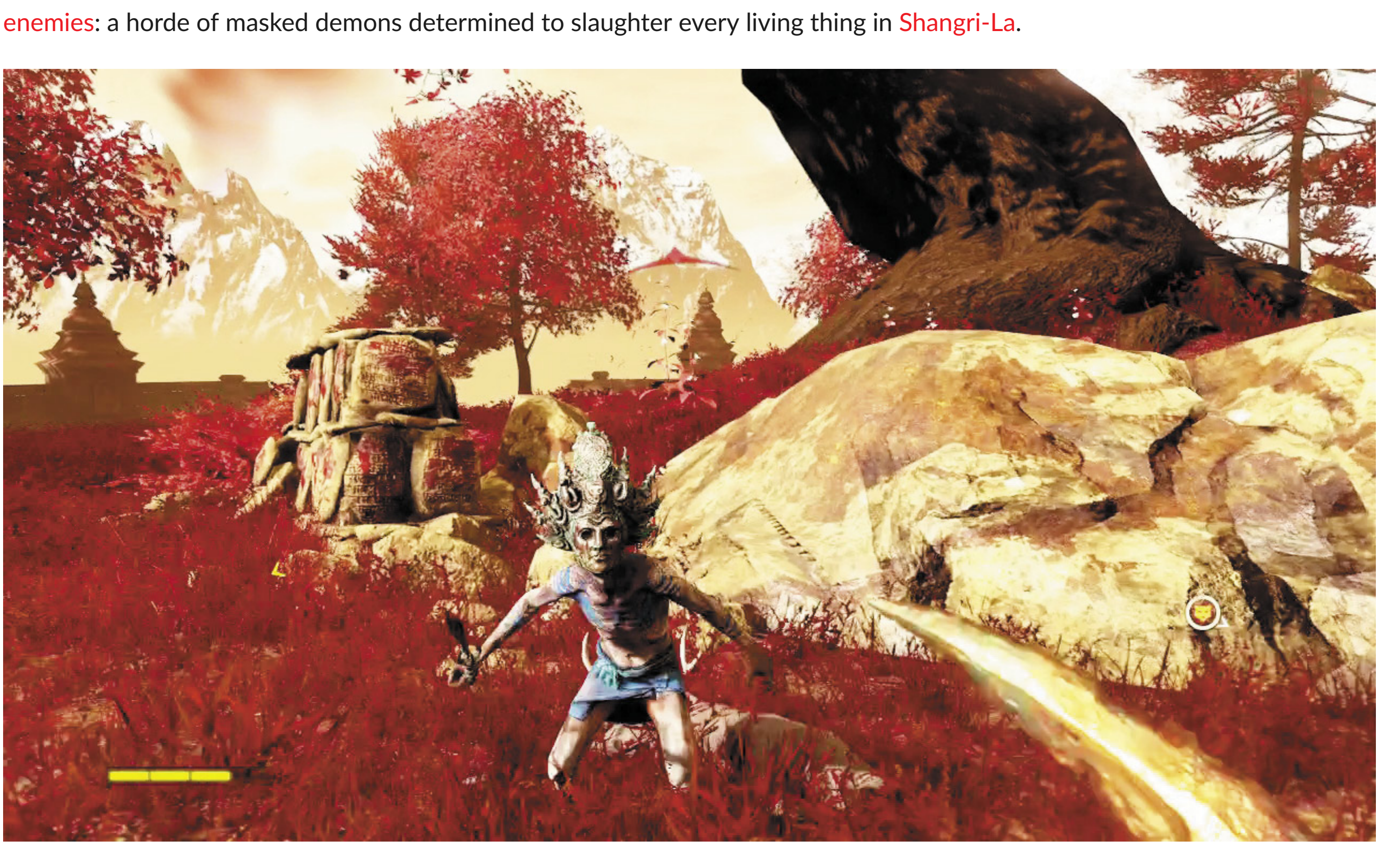
You also have a newly reborn friend. . . which you can fire at enemies like a fuzzy, four-pawed cruise missile.


Seekers found: 1 / 3
Kalinag: A Kyrati seeker like myself, searching for this mythical land.

Seeking the Seekers

On each trip to Shangri-La but the last, you'll come across three "seekers"—previous visitors who became frozen in time at the exact moment of their deaths. And although this first one is almost impossible to miss, others must be [*ahem*] sought out by exploring every corner of Shangri-La. They're more than just macabre trophies, too. For every seeker you find in a given level, you gain a block of health.

The next chamber is a wide lakeshore (you can walk on the water, by the way) where you'll join the fight against the tiger's enemies: a horde of masked demons determined to slaughter every living thing in Shangri-La.

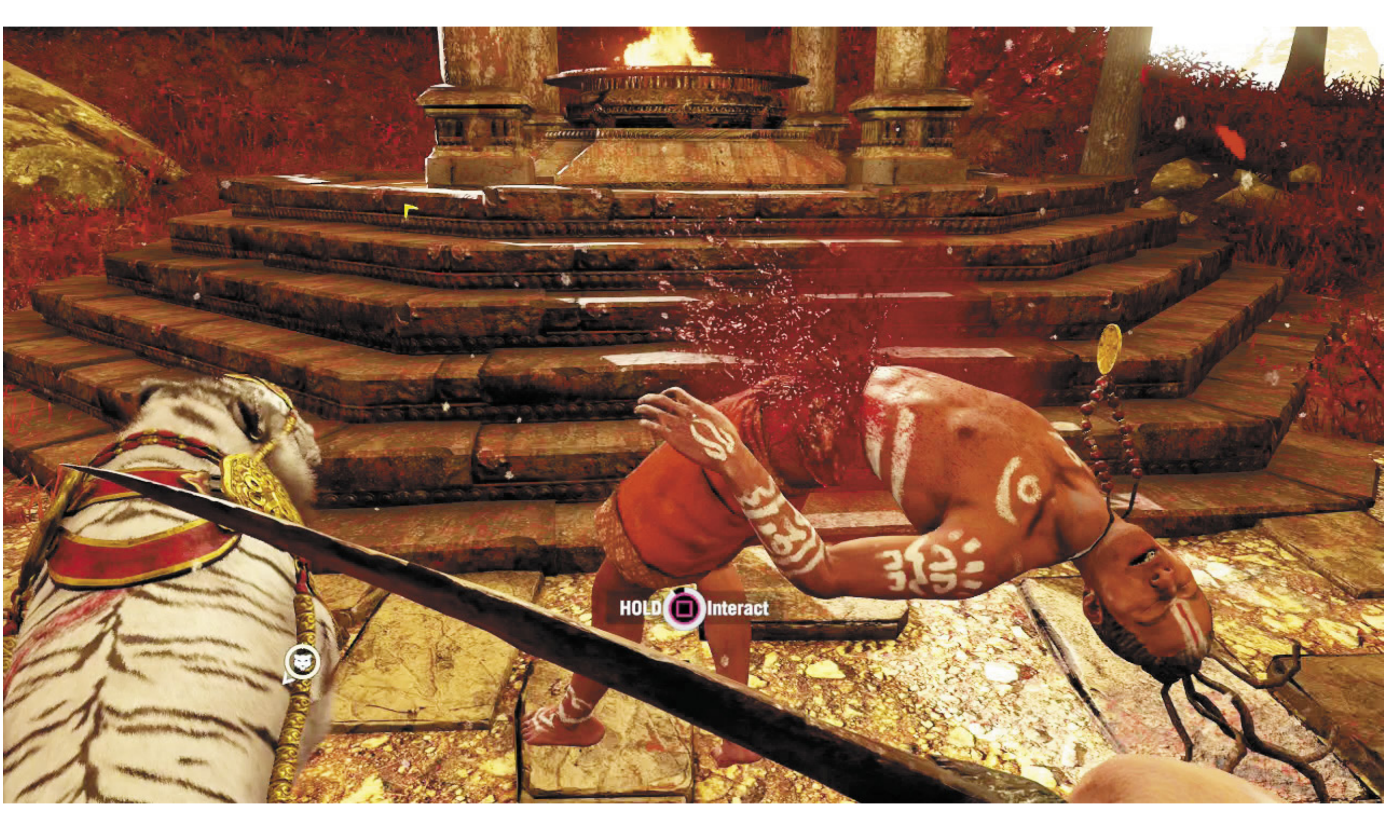


Wipe out the demons by sending the tiger after some and executing takedowns on the others. There are no collectibles in Shangri-La beyond the three seekers, so feel free to focus upon wiping out demons and eventually re-spinning the two enormous mani wheels wobbling on opposite sides of the area.

Demons puff blue powder-smoke from their empty eye sockets when taken down.

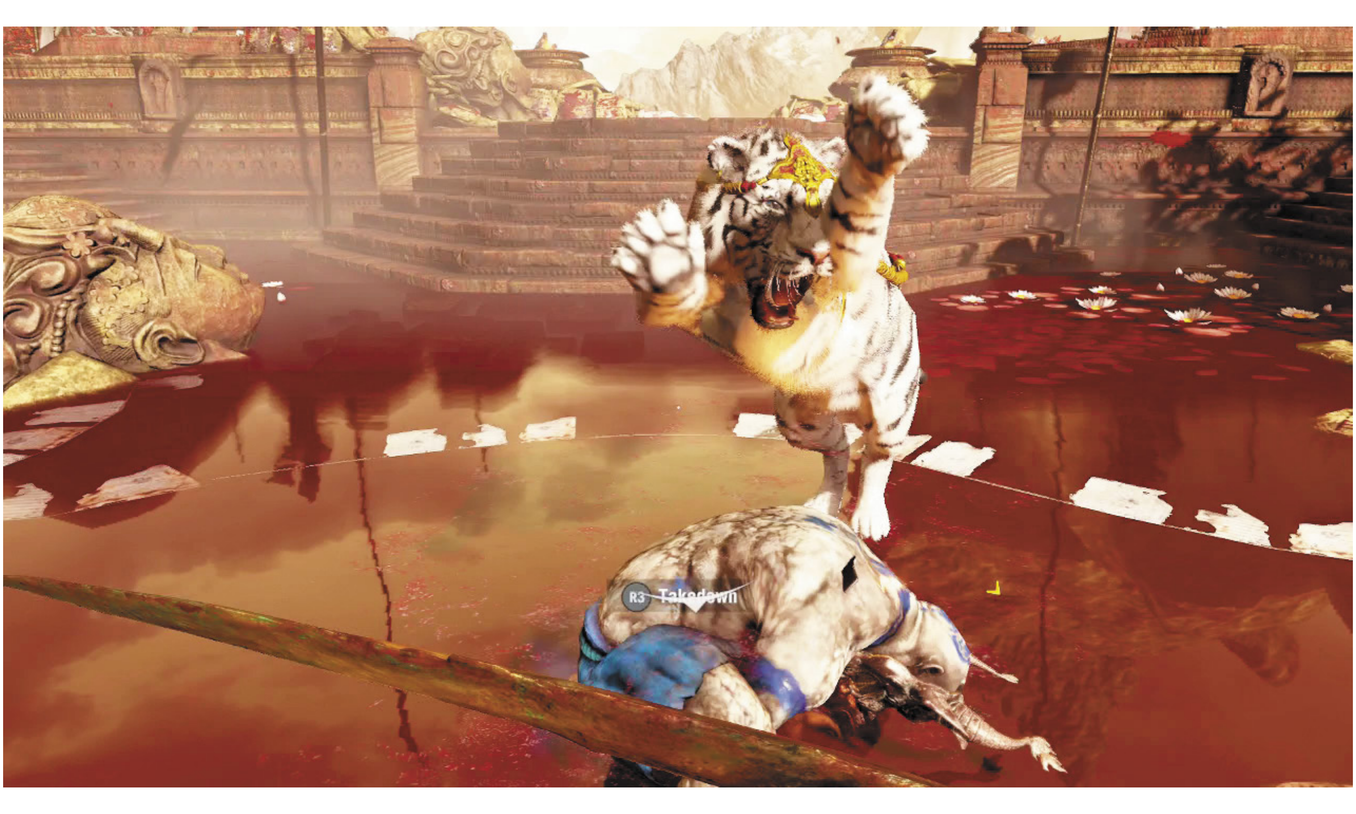
THE SECOND AND THIRD SEEKERS

After spinning the second wheel (the one on your right when you stand at the place where you entered), go through the archway nearest the giant statue to find a wooded area populated by blood-red grass, pure white stags, and the second seeker.



Now, head up the steps toward the towering statue in the distance.

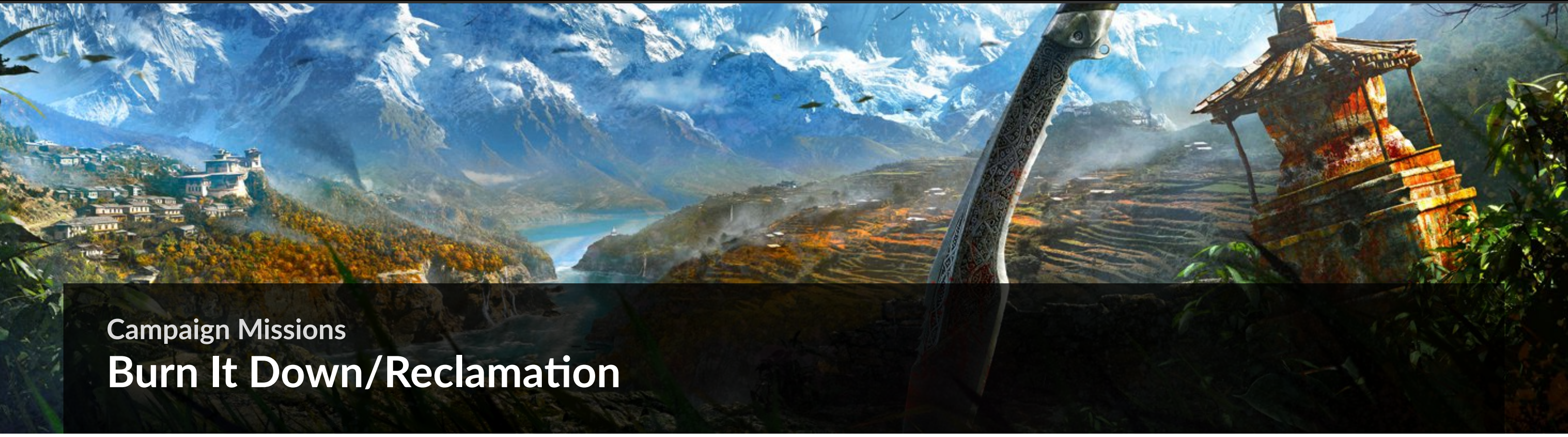
Farther up the stairs, you'll encounter a new kind of enemy called a scorcher. He's very similar to a real-world flamethrower heavy. Our advice here is to go with the flow. The tiger will likely key on the scorcher, which gives you the opportunity to swoop in from behind and hit him with a takedown (assuming you have the Heavy takedown skill). However, regular enemies all around will be turning this area into a crossfire of doom and chaos. So if you can't get in on the heavy, just lay back, out of the crossfire, and clean up the minions on the edges. Don't worry if your furry friend goes down. He'll be back soon. Once the regular demons are thinned out, take the scorcher out with a takedown while the tiger has him disabled.



If the tiger plays tug-of-war with the scorcher, the scorcher is vulnerable to a rear takedown. But if he drops to his knees, you can wax him from any angle.

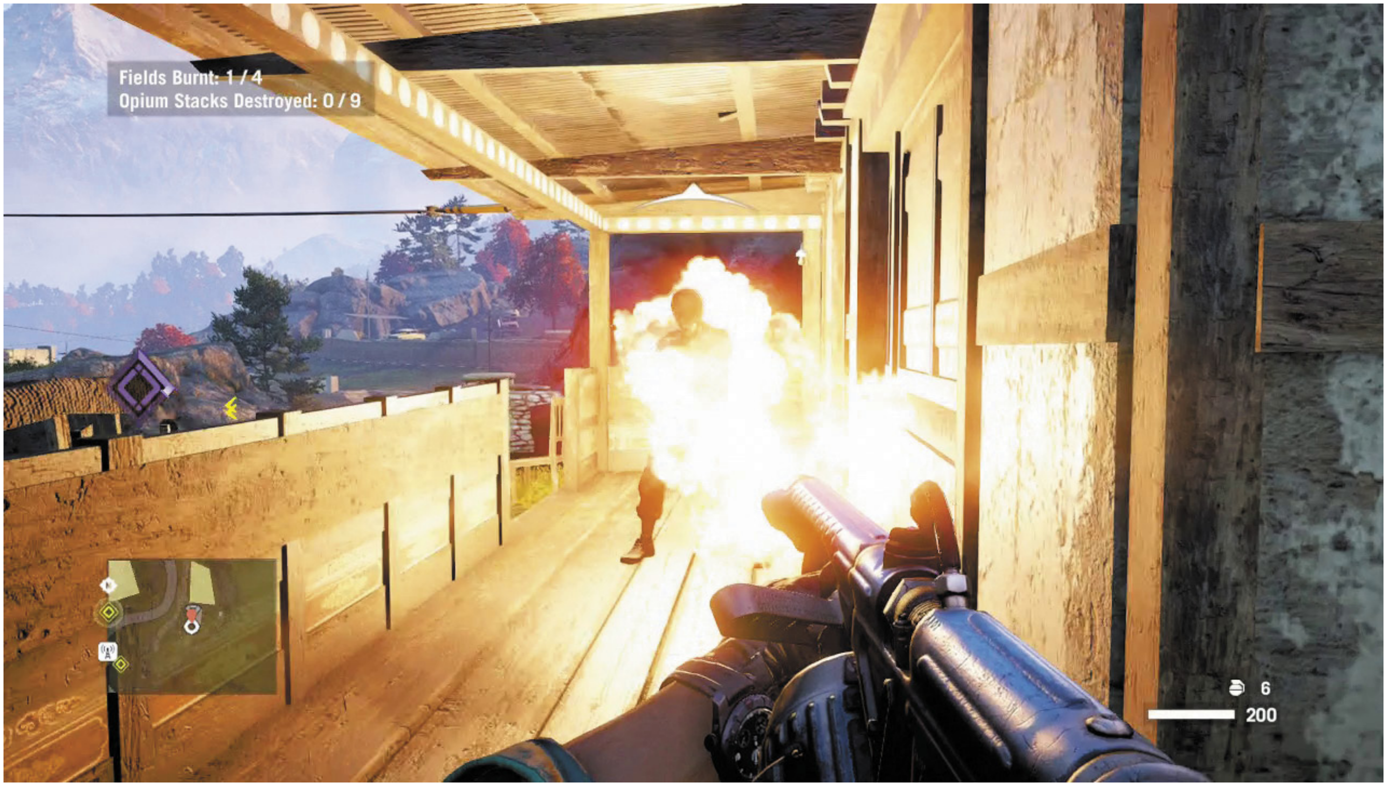
Once all enemies are defeated, explore the area to the right of the stairs-near the broken tree-to find the third seeker. Then, proceed up the giant statue's spiralling ribbon ramp and free the Bell of Enlightenment, thus ending this visit to Shangri-La.

Congratulations! You now own a home. And one-fifth of an incredibly magical thangka painting.

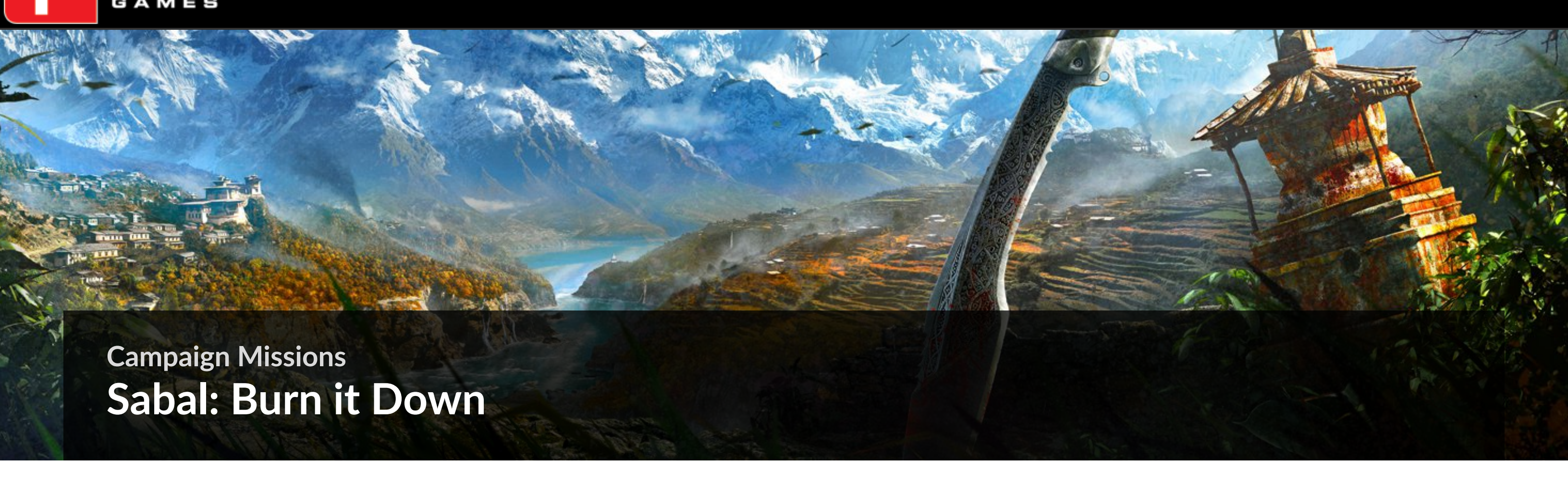


Campaign Missions

Burn It Down/Reclamation



Another mission whose marker can have you frustratedly scouring the countryside in vain, this one is actually assigned from inside the armory back at Chal Jama Monastery. When you get there, Amita and Sabal butt heads over what to do about the Kyra Tea Factory, which is manufacturing huge amounts of opium. Sabal wants the factory shut down and the opium destroyed. Amita wants to keep the opium operation up and running and just redirect its profits to the rebellion instead of Min. But since you're doing the dirty work, it's ultimately your call.



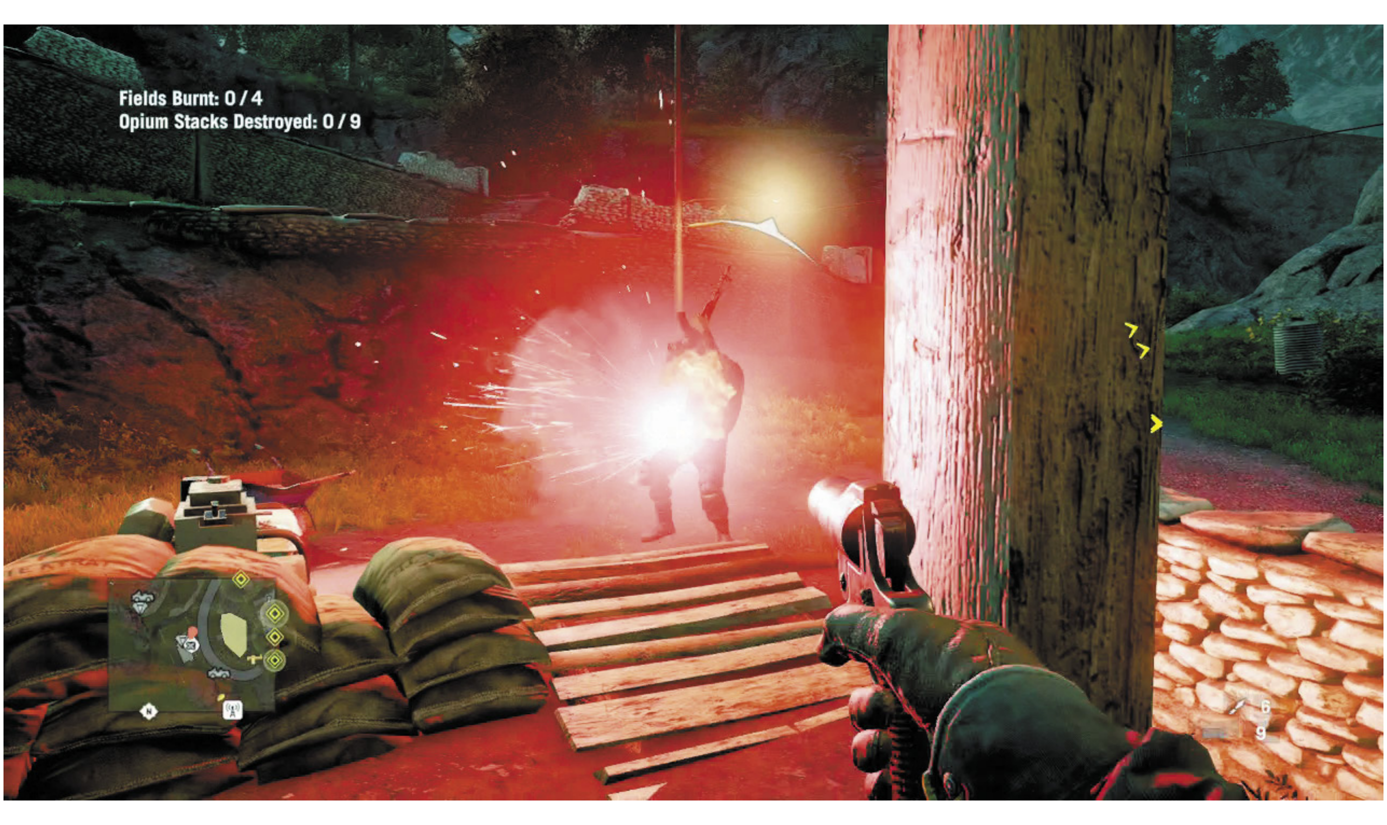
Campaign Missions

Sabal: Burn it Down

Sabal: Get to the old tea factory and burn it down.

Amita: Get to the old tea factory, secure those fields.

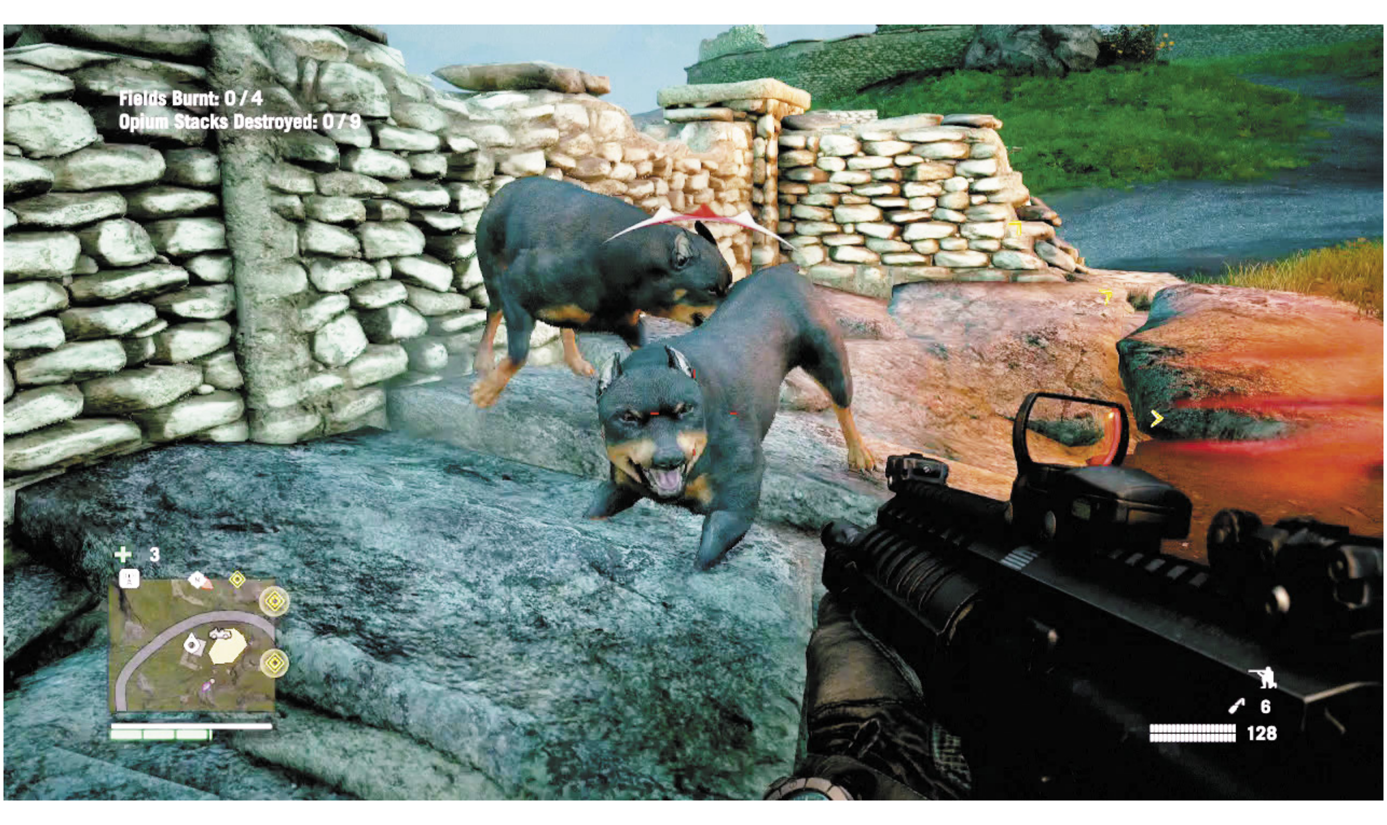
If you want to start a fire, you've got to bring a match (and just to be safe, bandages). Unfortunately, all the armory has is a flamethrower, a flare gun, and a recurve bow capable of conveying fire arrows over longer ranges. You can obtain all three, along with four health packs, by checking the various crates and tables on your way out. True, you don't actually *need* all three, but you might not encounter these weapons again for a while and they can totally stand in for your shotgun, sidearm, and mid-range gun (AR or SMG) respectively, so why not get greedy? Do hang on to your (hopefully silenced) sniper rifle, though. You'll want it.



Think of the flare gun as a .44 Magnum with added fireworks.

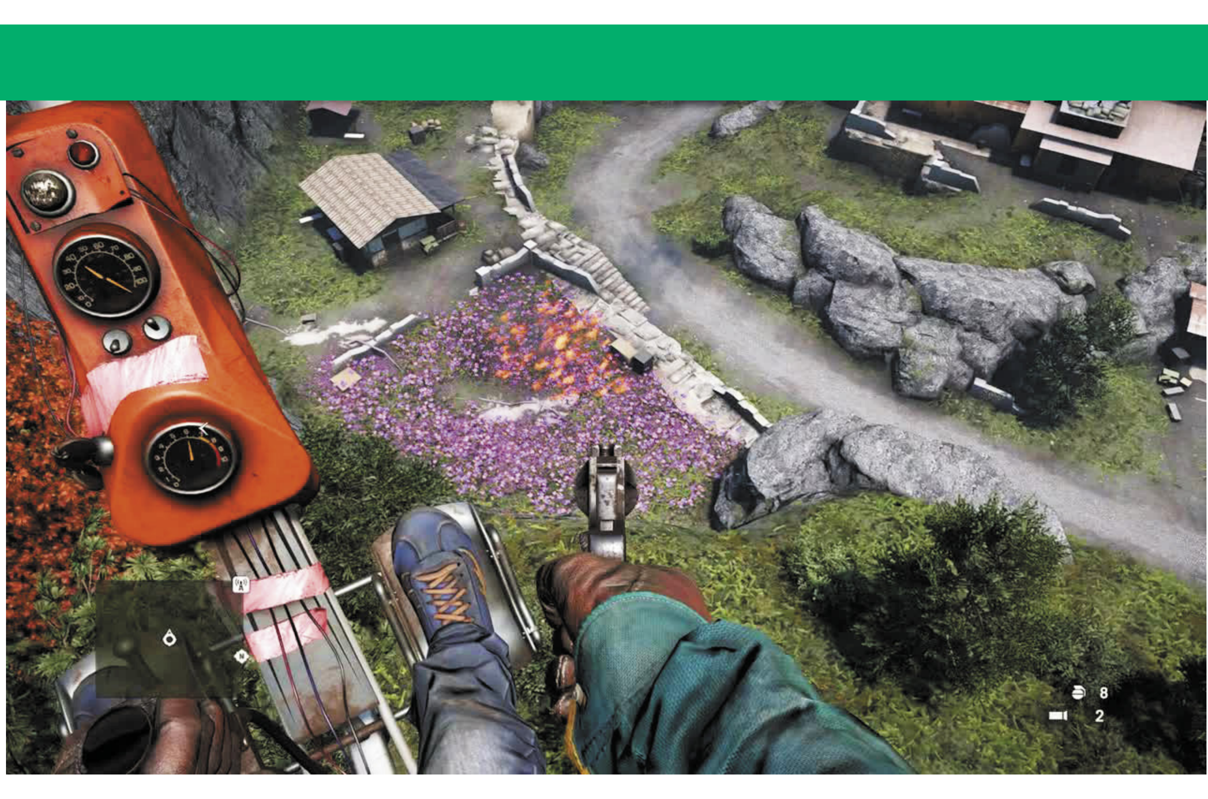
The factory lies nestled among several tiered fields of opium poppies. Your task is to destroy (or just shut down) the generators that power the sprinklers, then burn all four fields as well as nine pallets of opium stored inside the main building. And, of course, Min and his boys would rather you didn't. Hence the shooting.

You can actually approach the farm from any direction and have success. The main road from the south is tricky, but do-able, and a stone stairway near the shack leads to the east field. The terraced hill to the west actually provides decent cover thanks to its retaining walls, and the cliffs to the north and east offer a great chance to scout the area, snipe the top-level guards, and grapple right into the fields. But our favorite insertion point is the shack in the northeast corner, where you can take out the guard (and the guard dogs nearby) and then sneak all the way to the main building without anyone saying boo.



The house itself is two-story, with a nice view for snipers all the way around and a mounted gun nest up near the house. Most importantly, there's a mortar on a balcony on the east side roof. It can hit most of the surrounding fields. You'll want to take down the two guards on this level quickly, both to keep them from using it on you and to gain its use for yourself. So either snipe them from afar or slip in via the back stairs (note the ammo crate, if you need it) and do the deed up close. Once you're in, be aware that the bottom floor has more guards than lightbulbs, so you'll have to be swift with either takedowns or flamethrower bursts.

TIP

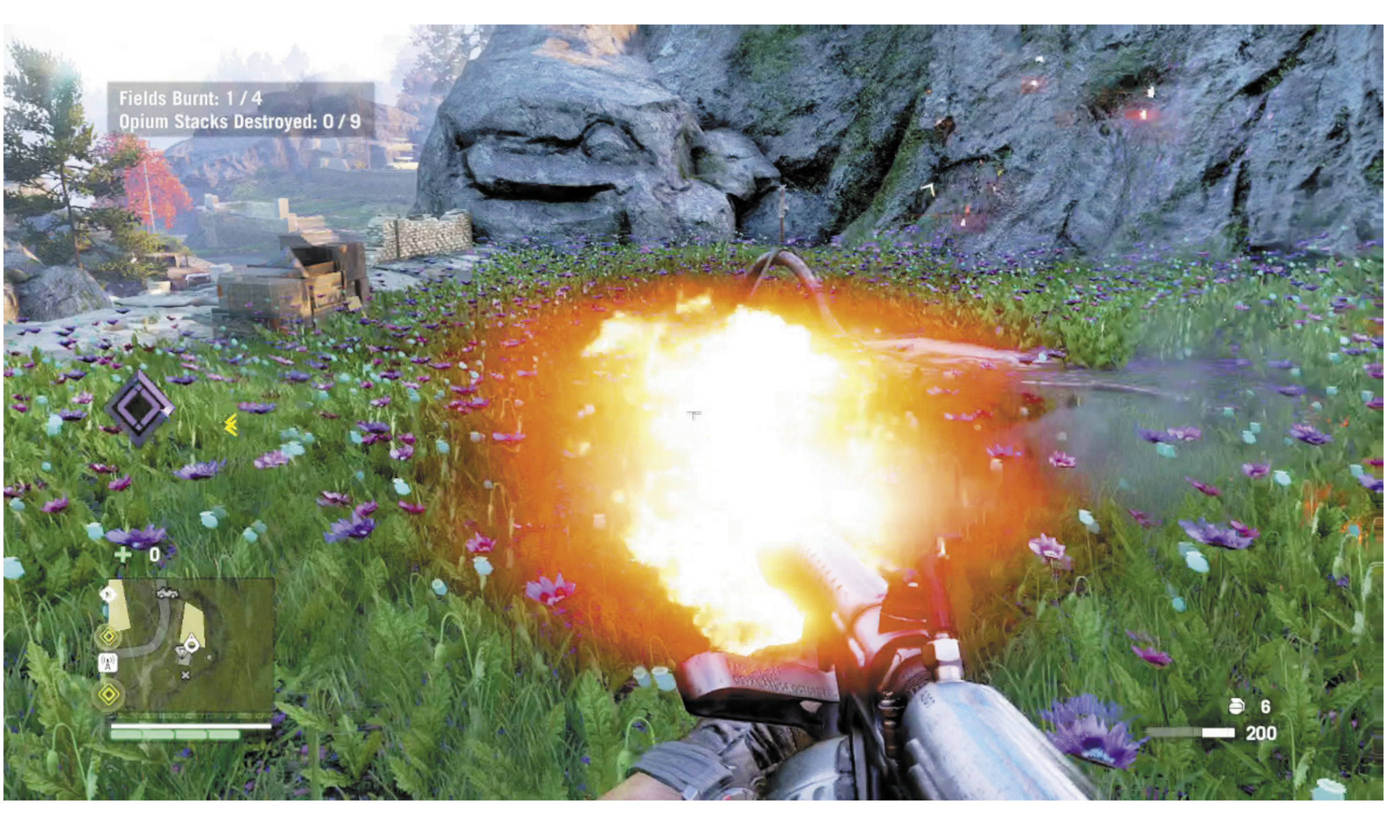


This mission breaks wide open if you have a buzzer and the GL-74 grenade launcher (which can blow up generators and guards from the air) and/or flare gun (which can set fields alight).

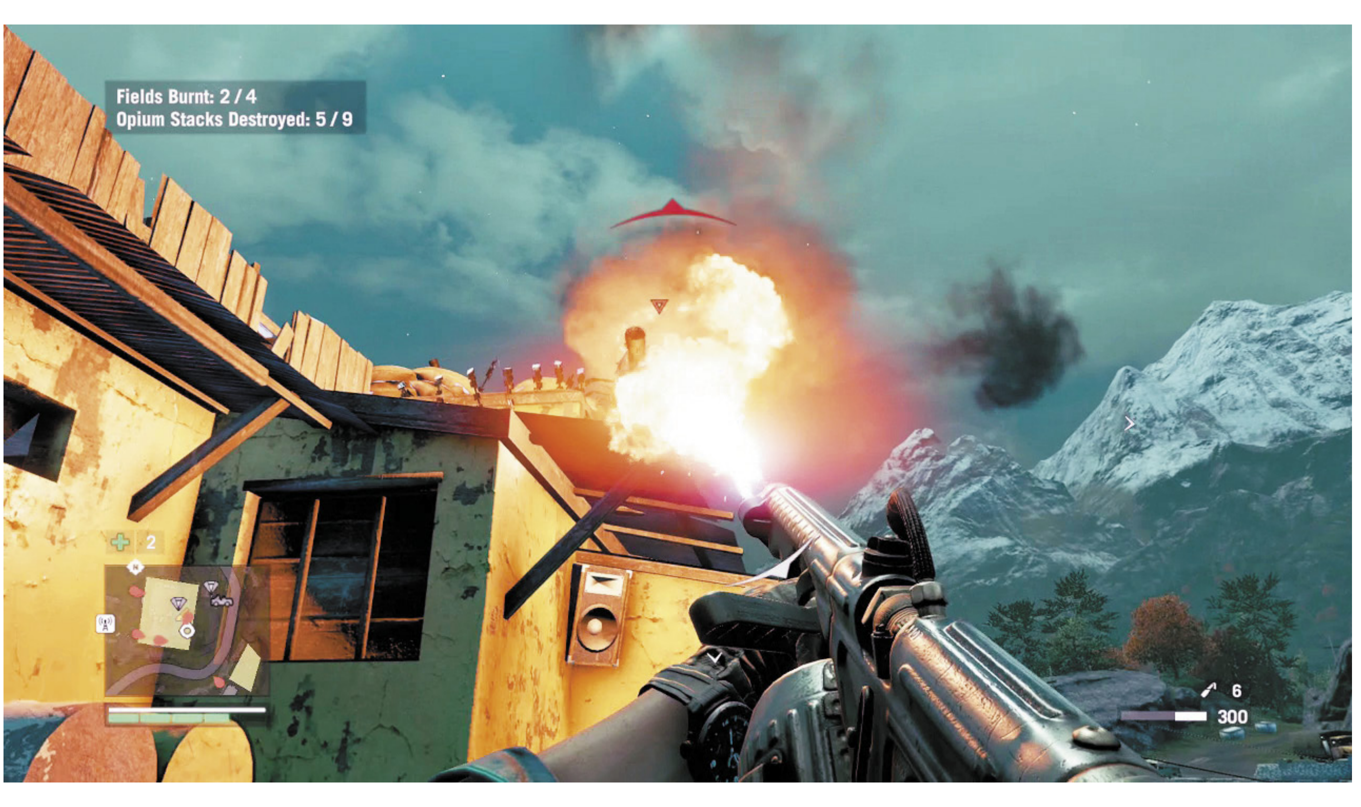
CAUTION

When things do get hairy, the upper story of the house is a great place to hole up. Watch the dark stairs in one room and the door in the other and you're golden.

One last suggestion for those contemplating a stealth approach here: Don't bother. We're not going to say playing this one from the shadows is impossible, but as soon as you start torching the fields and igniting the bales, new enemies will swarm in no matter how sneaky you've been. Besides, there's wicked fun to be had with the fiery arsenal here.



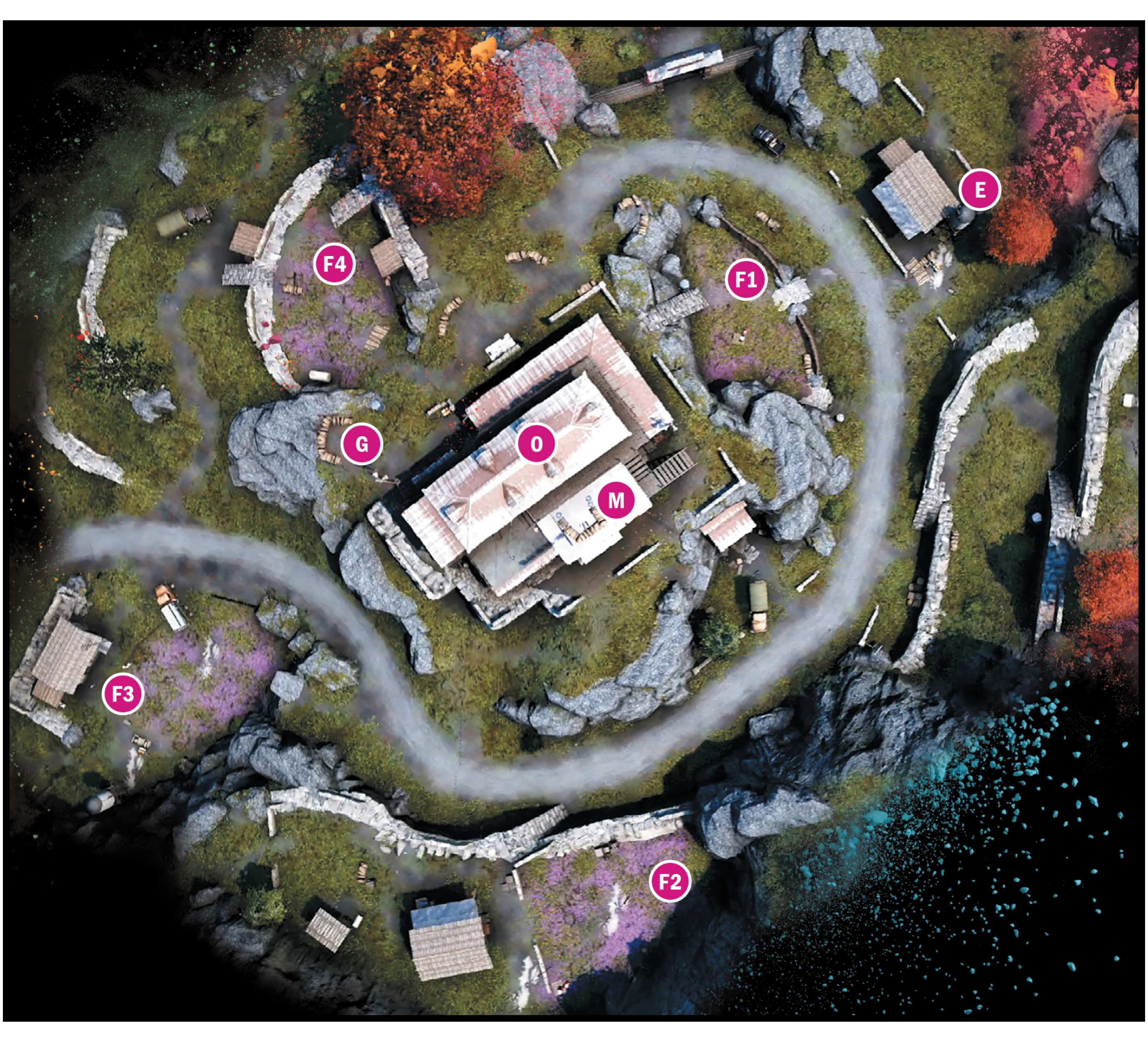
A single puff will burn a field to a cinder. What you do with the rest of your flamethrower fuel is up to you . . . .

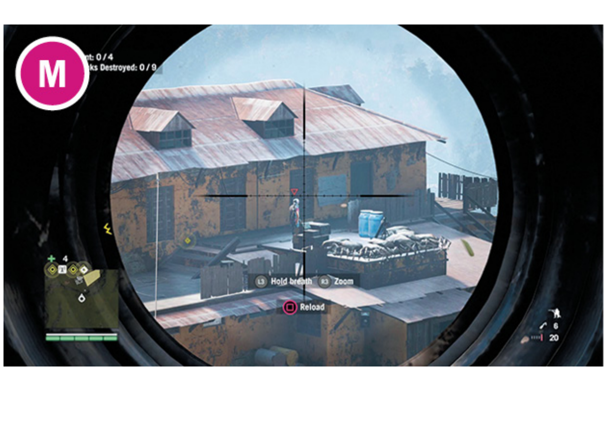


Fields Burnt: 2 / 4
Opium Stacks Destroyed: 7 / 9

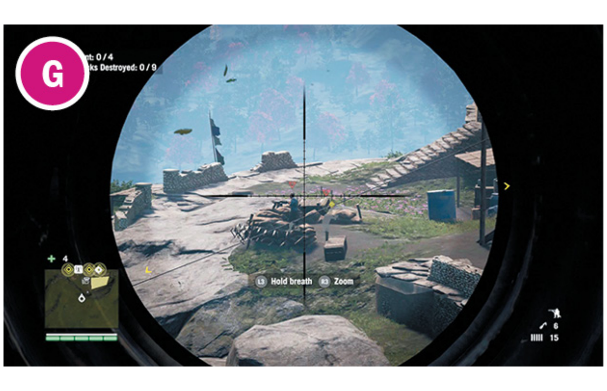
NOTE

You can complete this level using just your normal weapons. Besides the mortar, there's some sort of incendiary tank or barrel next to every field and bale of opium. The larger tanks may take a little coaxing to ignite (C4 or sniped mines work well), but they definitely do the job once they blow.

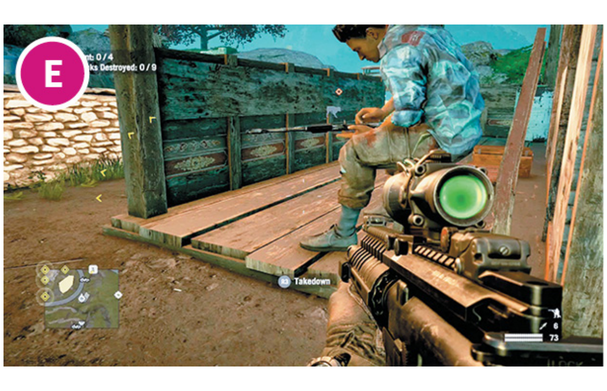




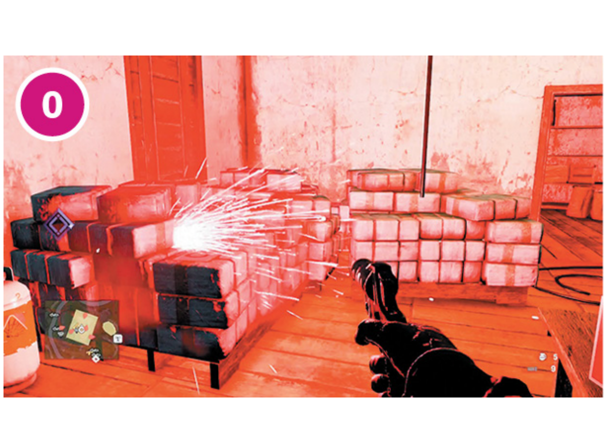
The mortar on the second level is a non-concern if you're already in the house, but a nightmare if they see you coming.



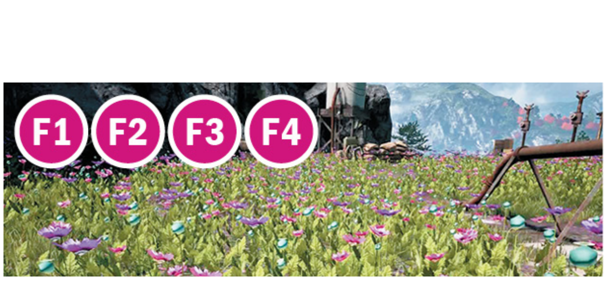
The machine gun can actually rotate the full 360 degrees, which is good or bad . . . depending on which end of it is pointed toward you.



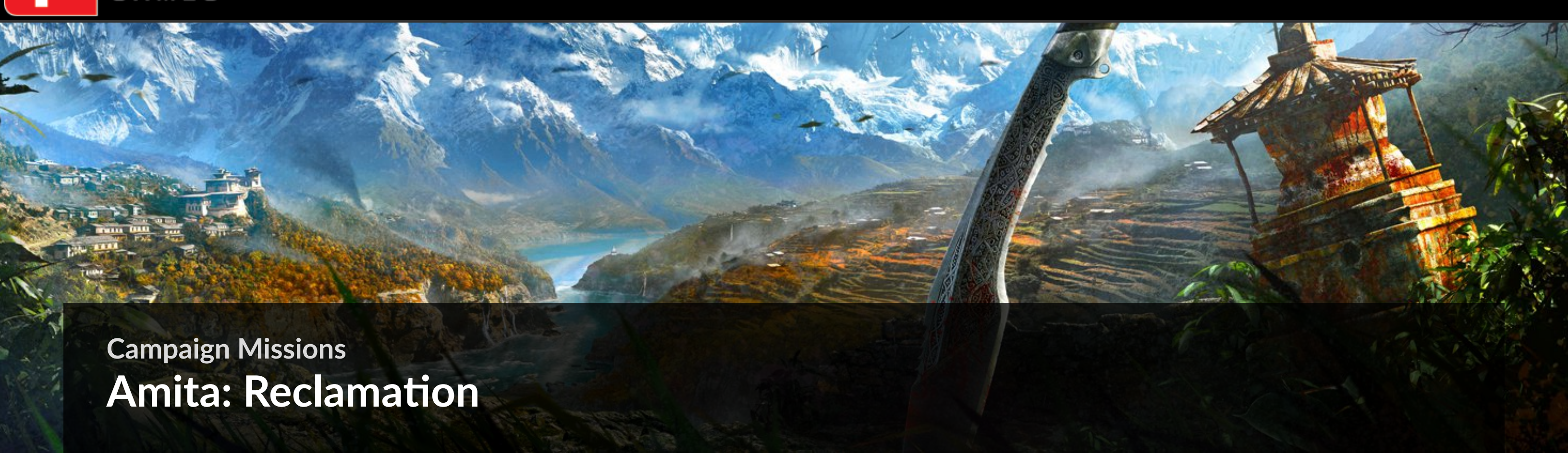
Take down the guard at the northeast shack for a nearly undetectable infil.



Most of the opium bales are inside the house. Note the explosive tanks always nearby.



Opium poppies are purple. Whether you save them or scorch them depends upon whose mission you've selected.



Amita: Reclamation

Amita is thinking preservation instead of pyromania, so her take on this mission is notably simpler. There are no generators to destroy, no fuel tankers to explode. But you still have to fill a ton of bad guys with holes.

CAUTION

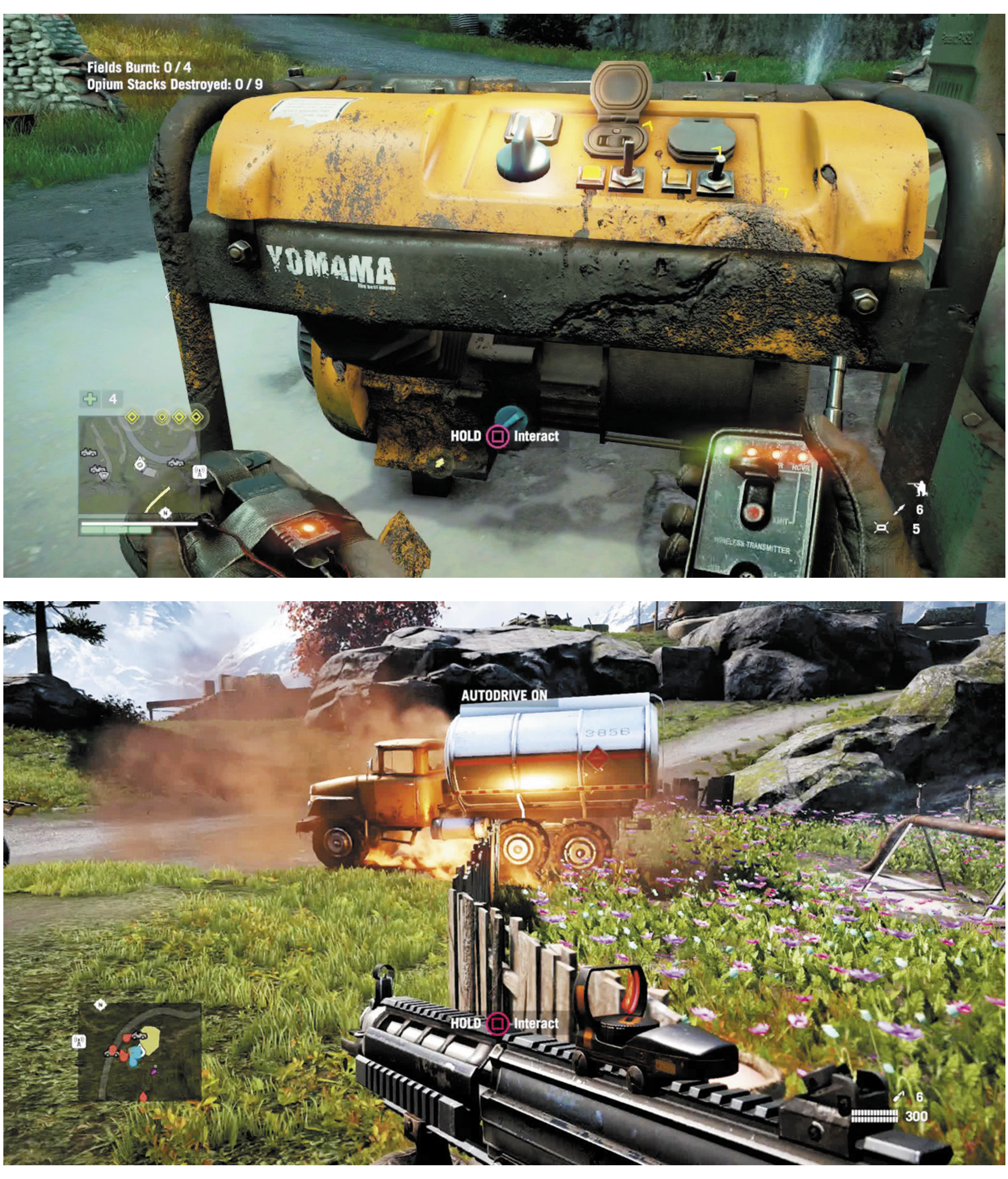
Be aware that Amita's version of this mission does not require you to take fire with you. As such, you won't find the flare gun, flamethrower, or recurve bow free for the taking at the monastery, as you would with Sabal's mission. You can still get them all later in the game, though.

The map itself is exactly the same in both versions of this mission. As such, it boasts the same defenses: a mortar on the southeast balcony that the enemy won't hesitate to use to blanket the area beyond the fence with fire, a machine gun nest off the house's western corner, and guards all around, especially inside the house. However, it also boasts the same opportunities. The terraced hills on the west offer plenty of cover, the whole southwest-to-east ridge is remarkably well protected, and the little shack on the northeast corner has only a guard and a couple dogs nearby. As long as you snipe down the two guards on patrol on the high balcony, you can close in on the main house before anyone realizes you're even there.

In fact, if you choose your targets carefully, you can stand in the raised parking area straight east of the main house and snipe a huge percentage of the farm's outside defenders without anyone noticing. Then, make a dash for the alarm box on the house's eastern corner and disable it.

Repel The Enemy And Protect The Poppy Fields
10 XP
7
300

In contrast to Sabal's mission, you now have to sweep the farm clean of enemies without destroying all the fields and opium. It's a simple request, but with so many explosive barrels, fuel trucks, and gas canisters around, plenty could go wrong in the heat of battle. The safest approach is to either go full stealth, so enemies never fire a shot, or roar in like a tornado and take them down before they have time to realize what's happening. Also, turn on the generators that power the sprinklers in each poppy field and move any fuel tankers a safe distance away from any nearby fields, preferably before you kill the final enemy. You'll want them that way later.



Sometimes you want to blow them to smithereens, sometimes you want to keep them from harm.

Once you've conquered the farm, Amita will send a crew to help you protect it. From what? Why, De Pleur's counterattack, of course. In a twist that has Sabal agreeing with De Pleur for once, you now need to defend the sprinklers and fields from an assault force that wants to destroy them. That's why you've already turned on the sprinklers—when they're running, they make the fields immune to fire.

The first round of enemies will come from the south and west, and will naturally include a large percentage of Molotov-tossing chargers. If they do manage to light a field on fire, turn on the sprinkler to put it out (assuming they haven't destroyed the generator).

The next wave will come from the east, and the wave after that from the north. Persevere, stay mobile, and watch and listen for announcements that a field is on fire. Eventually, you'll eliminate the final invader and the farm will belong to the Golden Path.

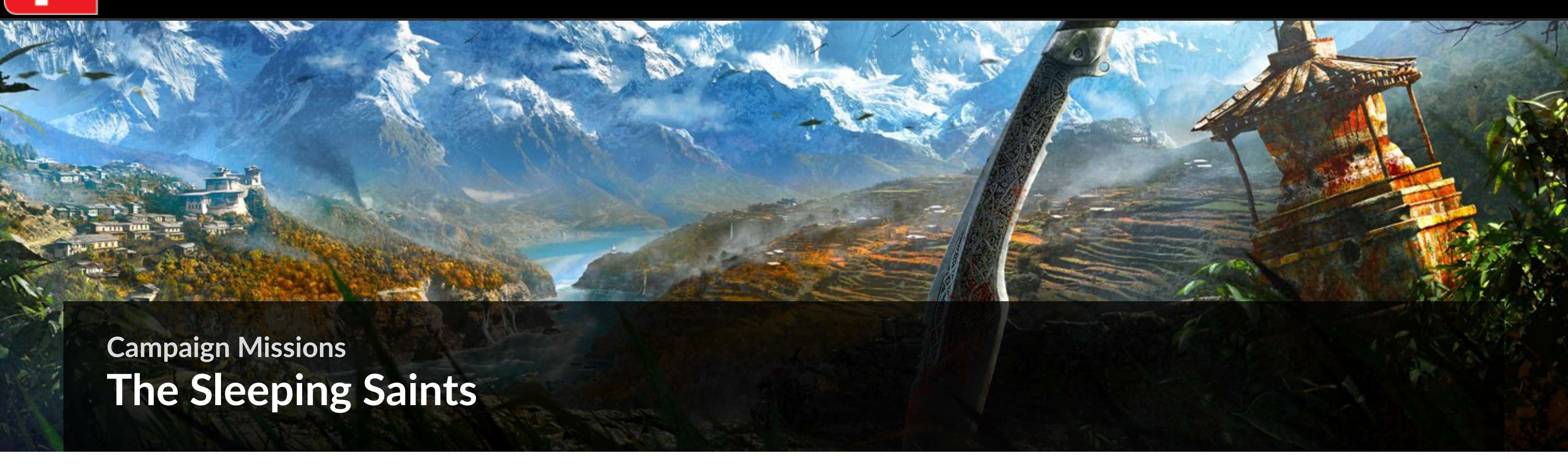
NOTE

Don't be surprised if you turn the sprinkler on to douse a burning field only to have De Pleur's troops turn it right back off again the moment you turn your back.

You're not completely on your own. The Golden Path sends you some backup.

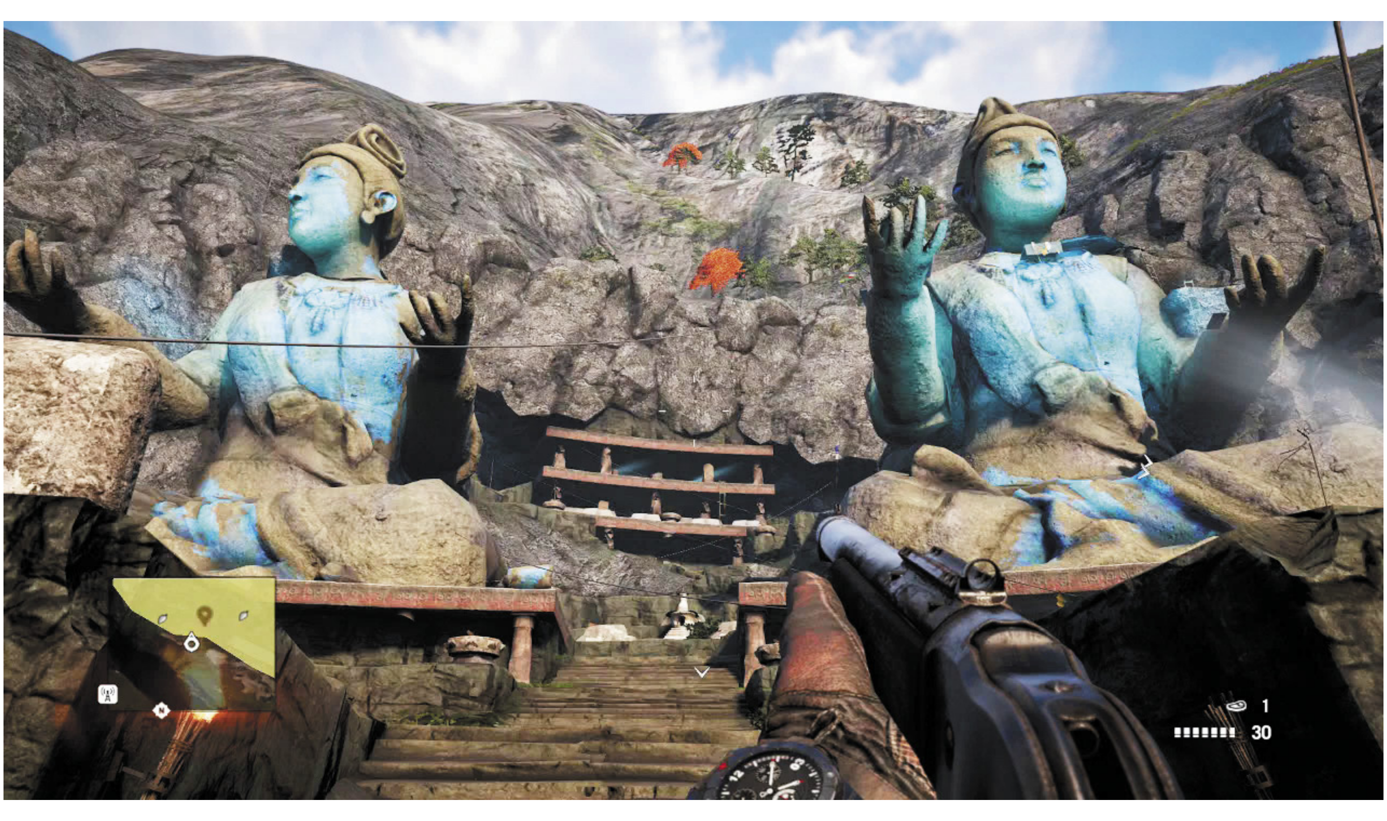
DAE-927384
DAE-927384
8
15
350

Amita said not to burn the poppies. She didn't say anything about not burning other things.



Campaign Missions

The Sleeping Saints



Your next assignment is to protect some super-sized Kyra statues from De Pleur's demolitionists. But when you arrive on the scene, the giant gate is closed. Grab the poster left of the door and keep walking north to reach a downward-sloping trail and a frankly brutal sequence of grapples and jumps.

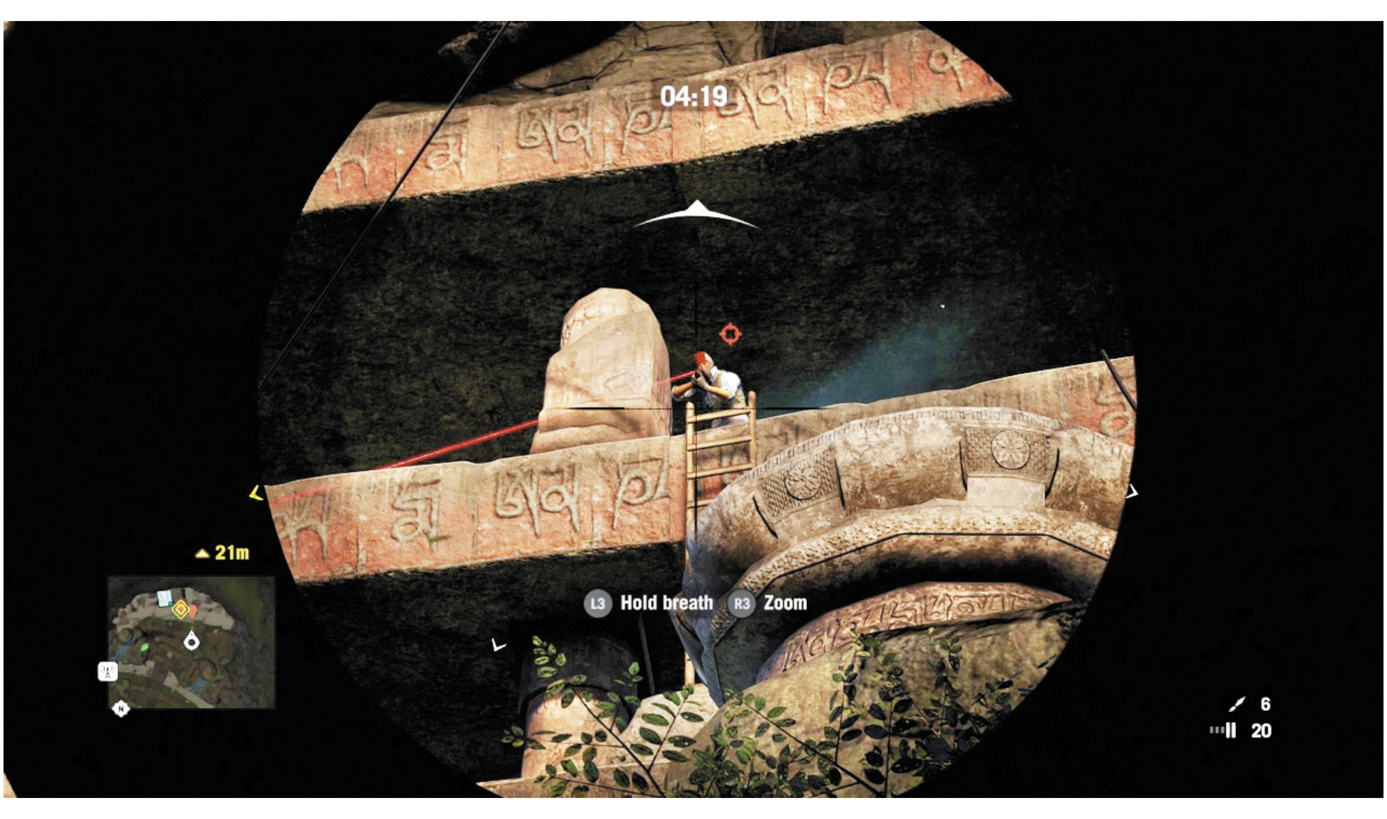
When you reach the outcropping that seems to be a dead end, look up to find a grapple point.

TIP

Don't feel like rope-swinging? You could also blow the gates open with C4, bash through with an elephant, or climb up from the ground level below.

As you pull yourself up, the action will start—by which we mean something explodes. Crouch on the steps as several soldiers head slowly up the main stairs, then take the opportunity to wipe out the assaulters left nearby. Hopefully, you have the Knife Throw takedown by now. If you don't, shooting the ammo crate will even the odds, but blow your cover.

Trail the surviving workers up the stairs, stealth-killing each one as you catch up to them (or just firing away, if you've abandoned stealth). If you do get spotted, two things will happen. First, the countdown timer will start. And second, berserkers and beheaders will come out of the woodwork. Don't worry. You have plenty of time. Just mow them down and be aware there are two more soldiers (one a sniper) on the balcony-like area above—which is also your destination.



You can reach the spotlight level via the regular stairs (the guards are looking out, not down) and if you're careful, you can do a double takedown up here as well. Be sure to stock up on ammo (assuming you're even used any) and notice the SVD sniper rifle, health pack, and poster here for the taking. Most importantly, note the rocket launcher leaning against a crate. Go ahead and grab that. You'll want it. Finally, defuse that detonator.

Now the real action begins.

Trucks of reinforcements will arrive in several waves, but you now have a four-step plan to stay alive and fend off the invaders.

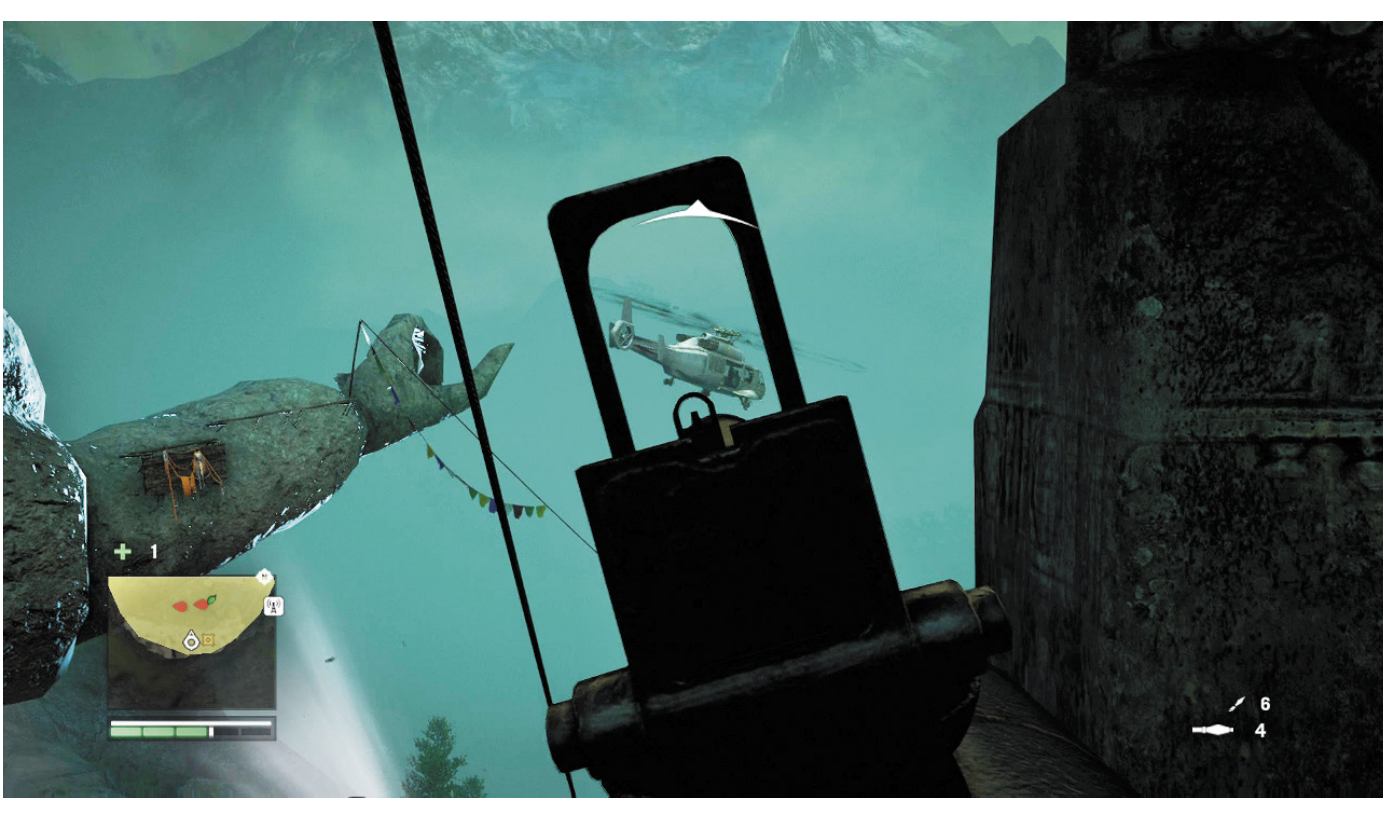
Step 1: Place mines on both side stairways. You could drop extras in the grass by the ledge as well.

Step 2 [optional but advised]: RPG the trucks as they arrive.

Step 3: Pick off the foot soldiers as they run up the stairs below. They're especially vulnerable as they pull themselves up ledges.

Step 4: Grab your shotgun, flamethrower, or whatever close-range death-spewing device you favor and bounce between the two side stairways, wiping out anyone left. When that's done, reload, resupply, and return to step 1.

Eventually, troops will start to arrive by helicopter as well. Swat them from the sky with the RPG—especially the copters that shoot back. The gunners on those things have incredible aim.



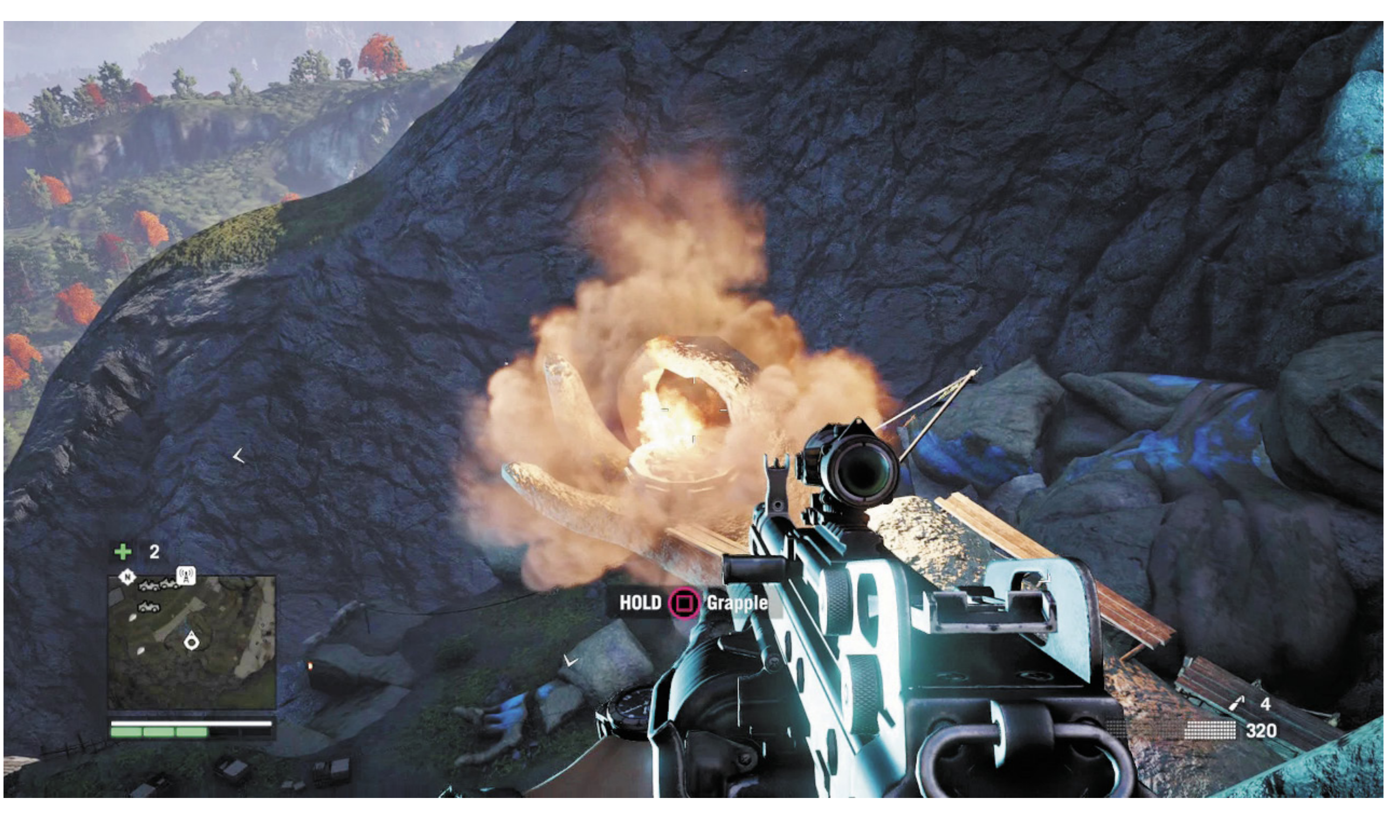
Once that's done, the remaining baddies are a cinch to mop up. Your final act in this mission will depend upon whom you supported in the previous mission.

SABAL'S ENDING

If you're Sabal's puppet, he'll ask you to light the fires in the remaining statue's hand, to encourage the people of Kyrat. That means climbing.

Head down the west-side steps and you should see a stairway leading to a platform with a ladder leading up behind the statue's neck. This will take you to a wooden walkway and an ammo crate. Here the path splits and you have two options. Follow the walkway around the statue's neck, to the right.

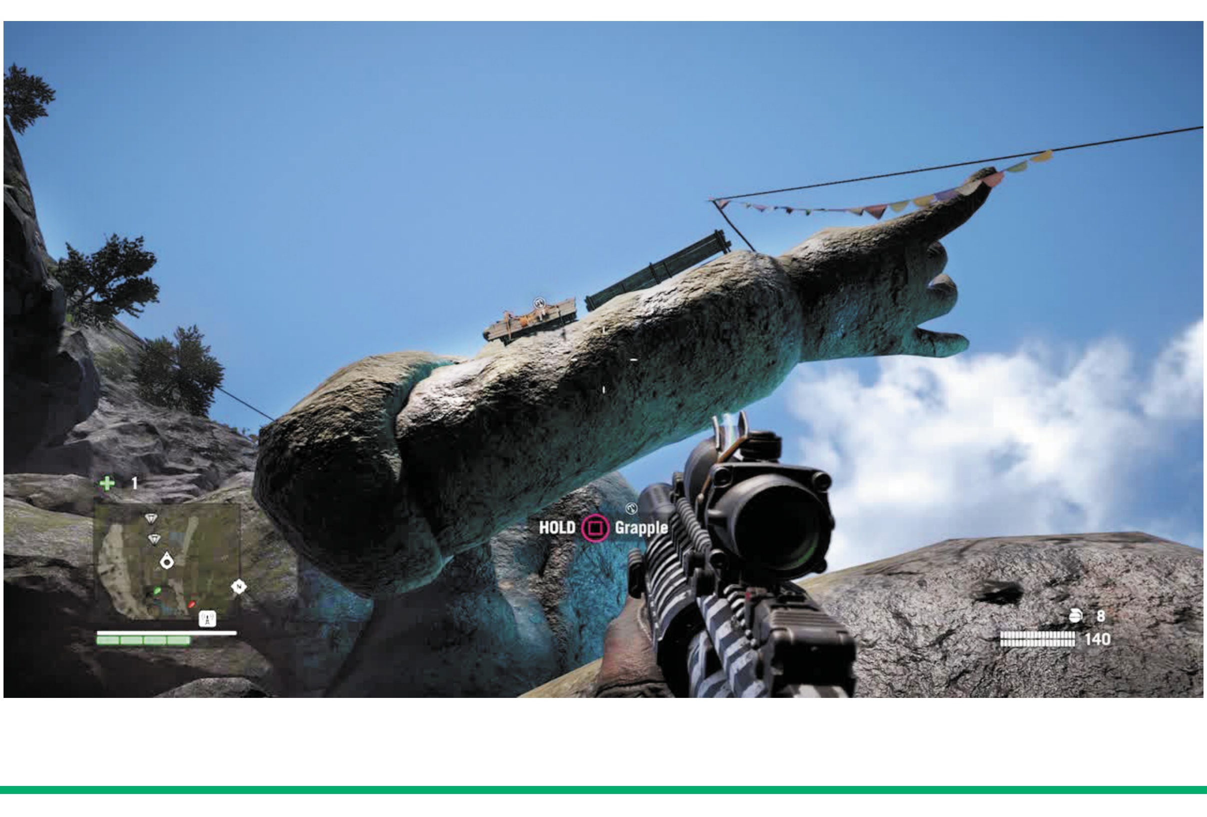
More enemies will arrive during this process, but they're so far below, this is a fish in a barrel kind of situation for you. When the walkway dead-ends, use a flare gun or Molotov to light the right hand's brazier.



You can do the same with the left brazier, or if you'd rather not waste the ammo, backtrack and descend the two ladders near the zipline to light the brazier by hand. Mission complete.

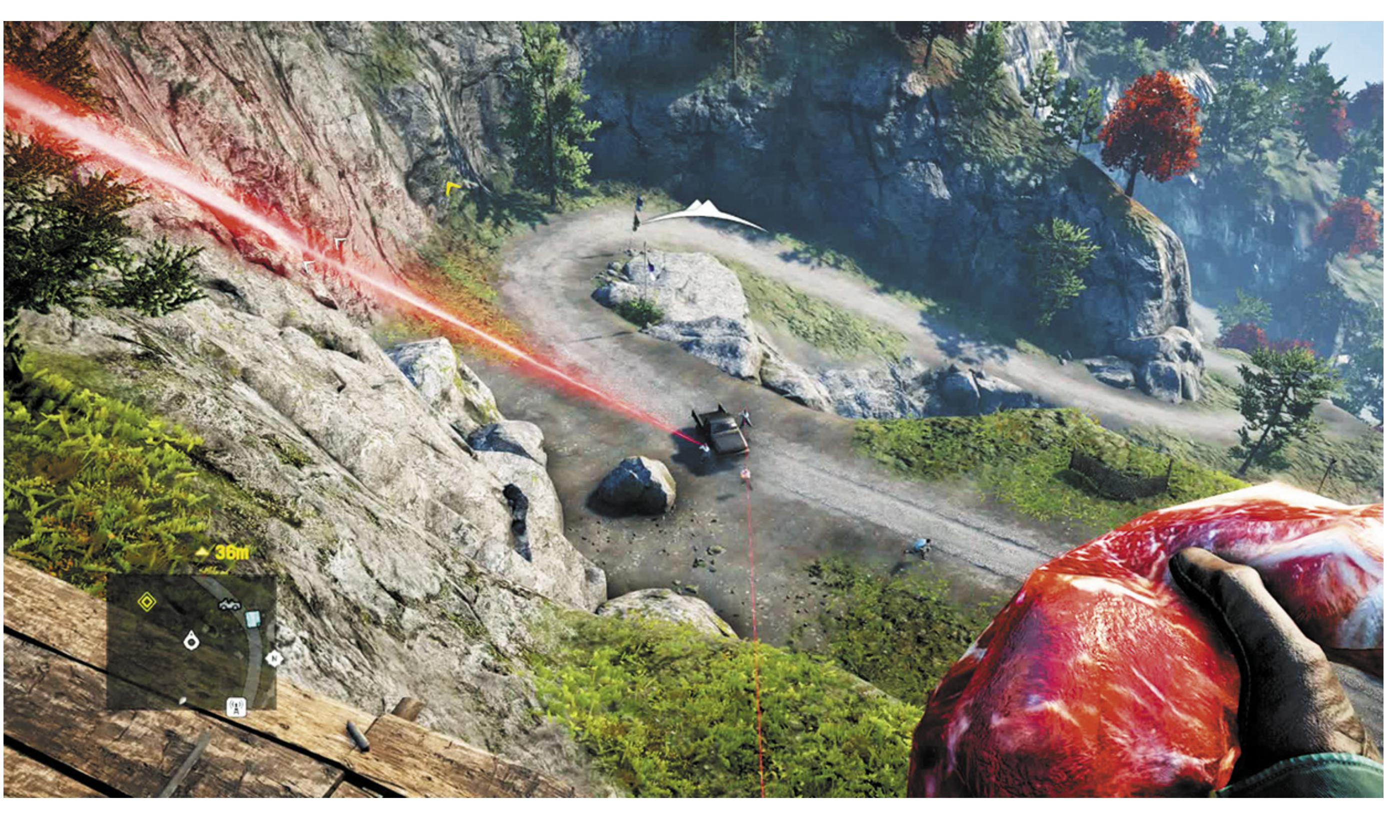
TIP

There's a more direct route to the braziers: a grapple point on the statue's right wrist, and another under its chin that enables you to swing across to the left hand. However, this route leaves you slightly more exposed to the attacking troops, so it's your call.



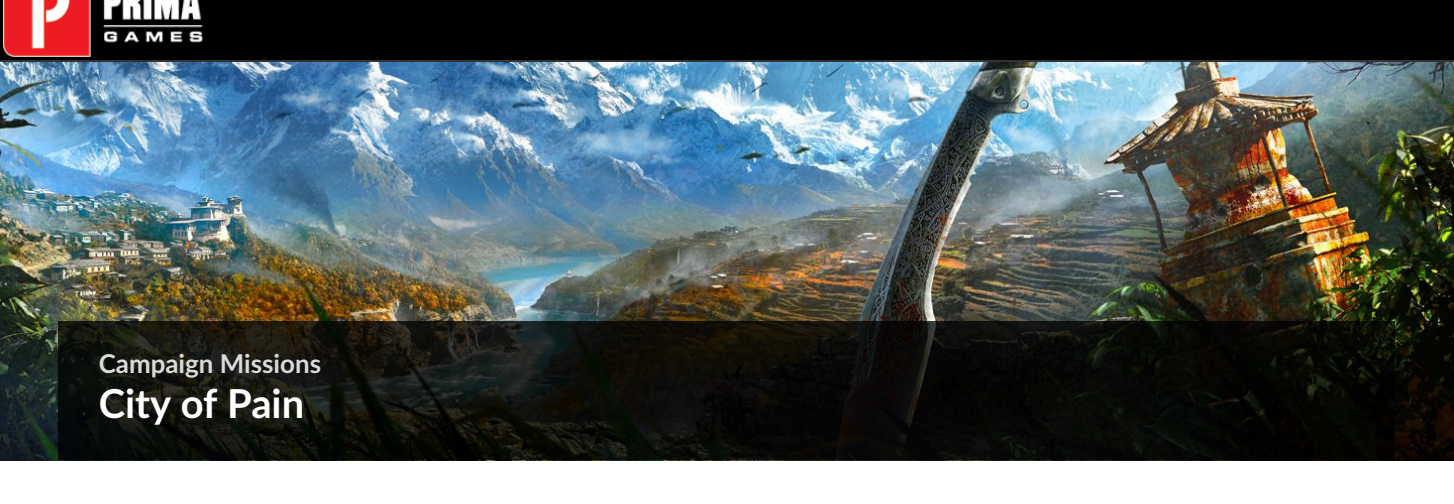
AMITA'S ENDING

If you're dancing to Amita's jig, she'll tell you to find a way to block off the road to the statues so Sabal isn't tempted to waste soldiers defending them. Head down the west-side steps and you should see a stairway leading to a platform with a ladder leading up behind the statue's neck. This will take you to a wooden walkway and an ammo crate. Take the zipline just past the crate and drop onto the path it leads to. You should find yourself traipsing—as in, alternating between land, grapple swings, and boards hammered into the mountainside—along an elevated path running parallel to the gated-off entrance road.



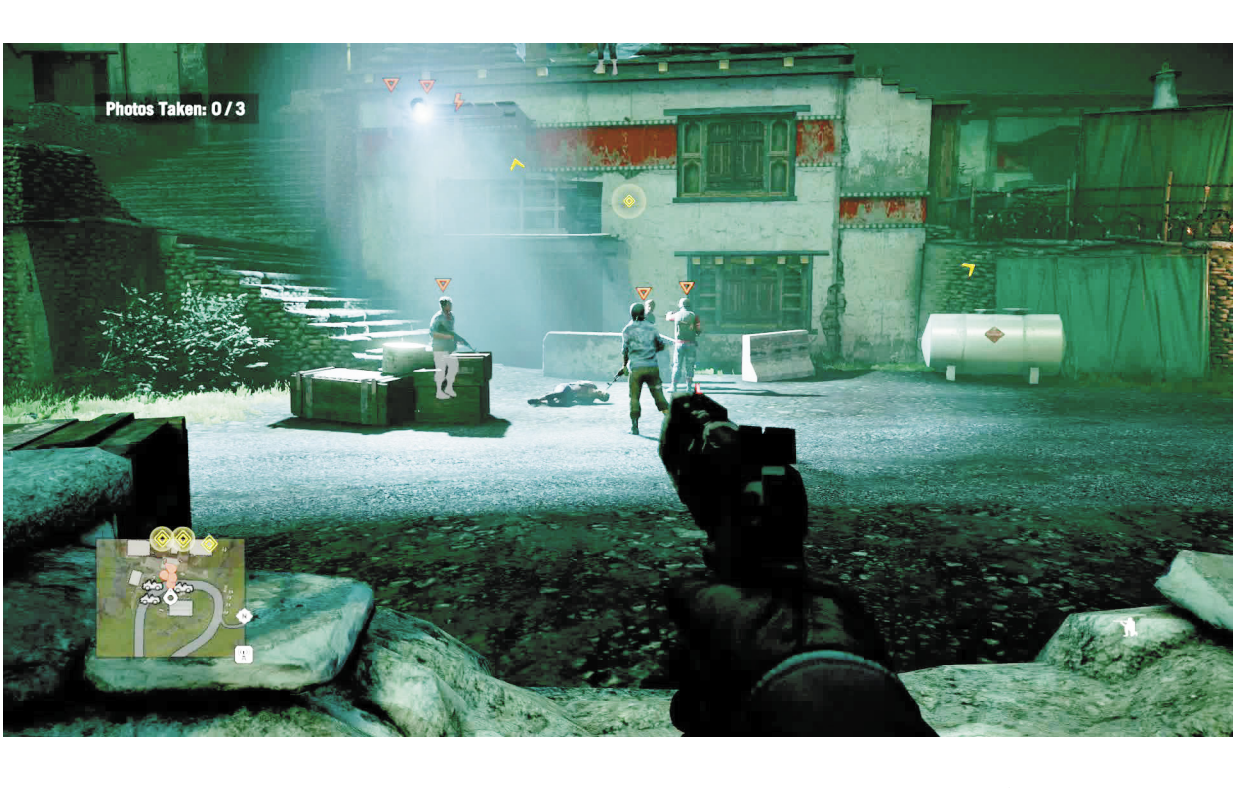
De Pleur's troops will assault you from the road, but they're so far below you, their odds of hitting you are slim. Still, a couple will have sniper rifles, so go ahead and take them out.

A short distance up the path, the wooden platforms will completely break down, but there's a grapple point higher up on the cliff. From there, you'll have a clear shot at your real target: a huge slab of rock hanging over a stockpile of explosives De Pleur's men were using to destroy a small shrine. Toss a grenade or other destructive device their way and watch the show.

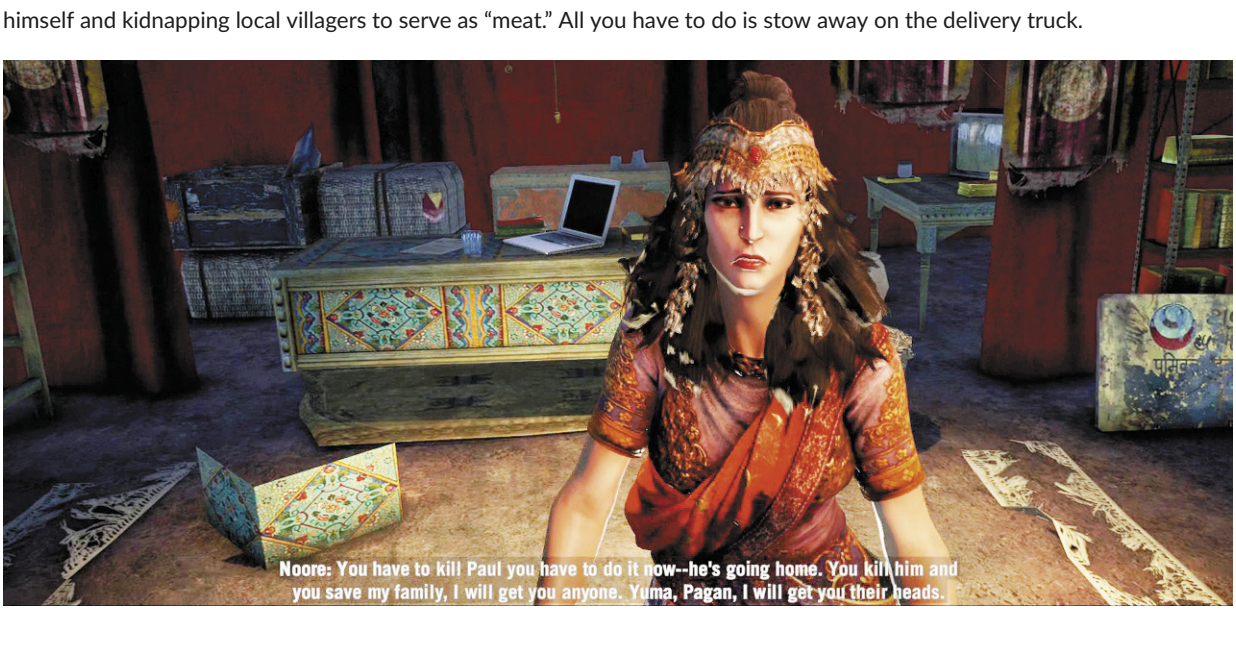


Campaign Missions

City of Pain



At the arena, a distraught Noore will beg you to murder De Pleur and rescue her family. Apparently, he's having a party for himself and kidnapping local villagers to serve as "meat." All you have to do is stow away on the delivery truck.



Noore: You have to kill Paul you have to do it now--he's going home. You kill him and you save my family, I will get you anyone. Yuma, Pagan, I will get you their heads.

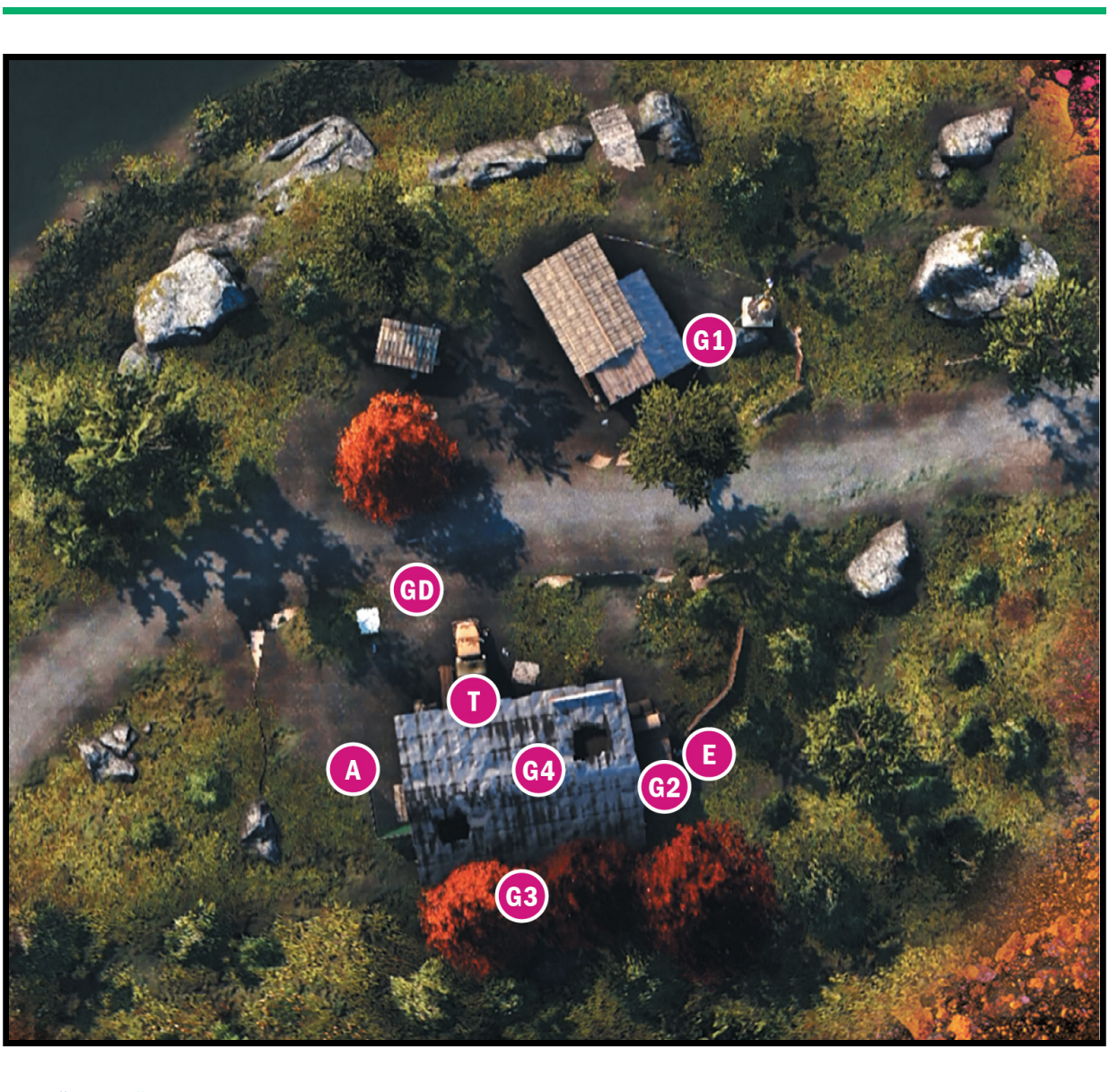
CAUTION

Most of this mission demands absolute stealth. If anyone finds a body, sees you, or even hears a gunshot, you fail automatically. So adjust your strategy and weaponry accordingly. Silenced gear is very helpful here, and a powerful sidearm like the Cannon or 87 signature weapons could come in very handy during the mission's only stealth-optional sequence.

THE "MEAT" TRUCK

TIP

Take the path leading south out of Shanath. You'll find a buzzer that can make the trip to your destination much shorter. You can also fast travel to Kyra Tea Terraces, if you've liberated it, and go from there. Finally, the Moving Target skill comes in really handy on this mission. Consider unlocking it if you haven't already.



The "Meat" Truck

G1 – G4 **Individual Guards.** Take them down in order to minimize risk of detection.

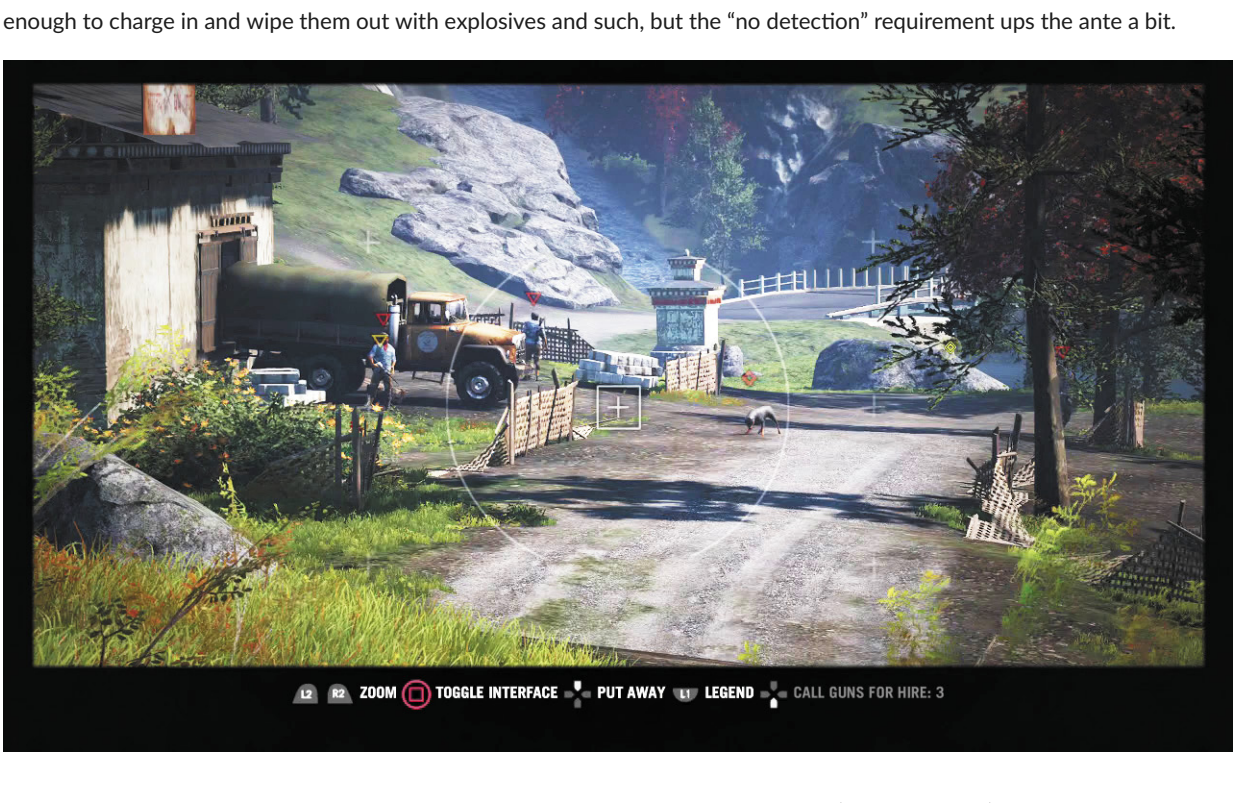
GD **Five guards** and a dog prowl here.

E **Recommended Entrance**

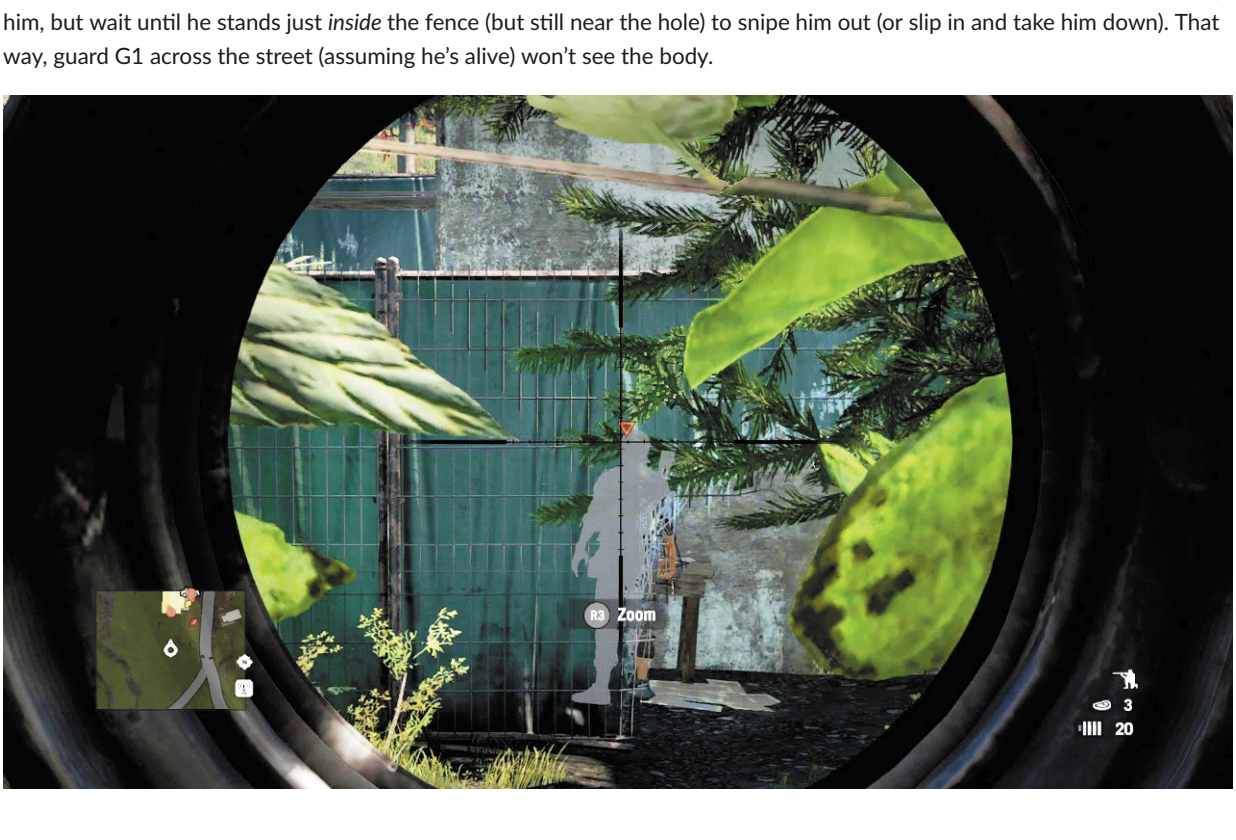
T **Truck.** Your destination. Can be entered only from inside the warehouse.

A **Alternate Entrance**

When you arrive at the warehouse where De Pleur's troops are loading the truck, you'll find five guards and a dog out front of the main building, a sixth guard on its east edge, and a seventh near the porch of the shack to the east. It would be easy enough to charge in and wipe them out with explosives and such, but the "no detection" requirement ups the ante a bit.

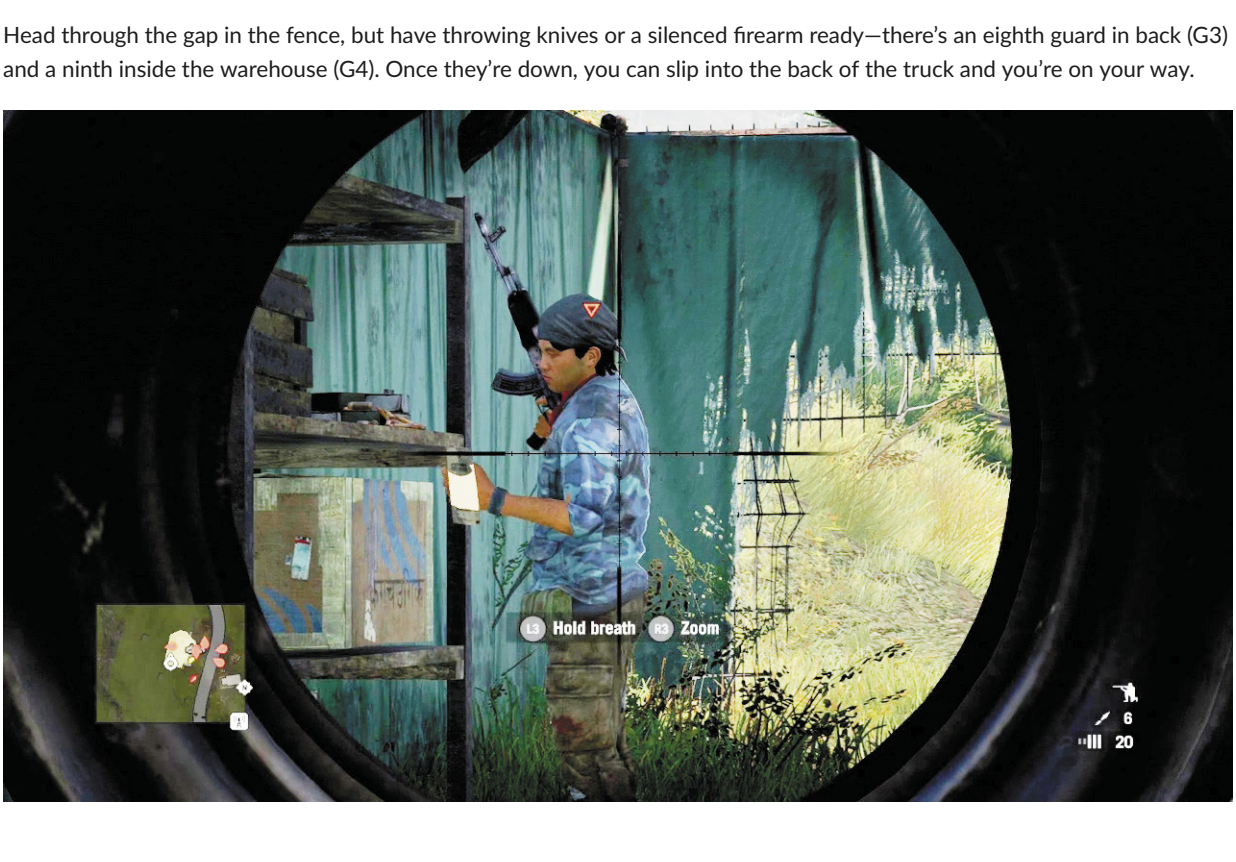


If you have a silenced sniper rifle, you could take out the lone guard to the northeast (G1 on the map) when he stands on the porch. This is a judgment call. If he'd dead, he can't spy out your approach. But the roaming guard could find the body (though you can snipe him as well). There is an open door on the west side of the main building and a ledge to the south, but you may find the east side offers a smoother entry. There's one guard (G2) positioned right near the hole in the fence (E). Tag him, but wait until he stands just *inside* the fence (but still near the hole) to snipe him out (or slip in and take him down). That way, guard G1 across the street (assuming he's alive) won't see the body.



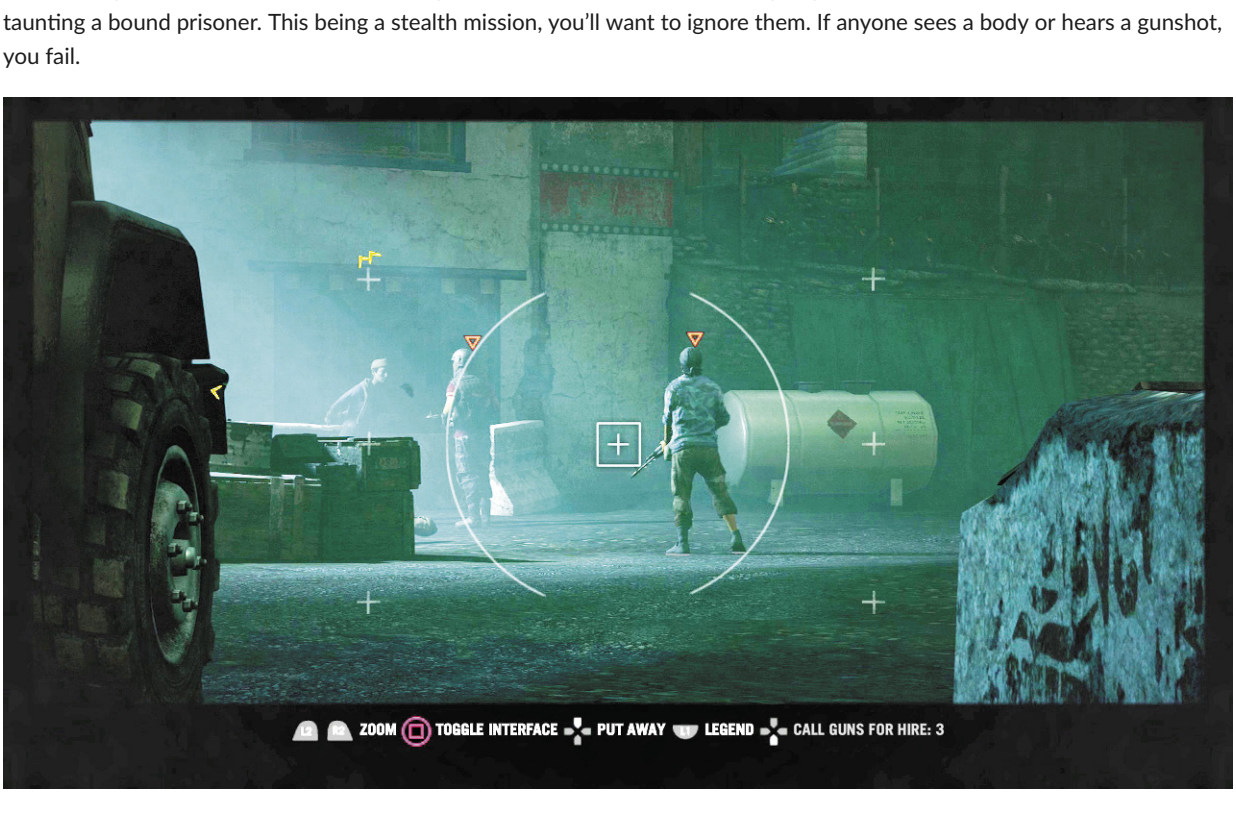
That green fence blocks your eyeballs, but not your bullets.

Head through the gap in the fence, but have throwing knives or a silenced firearm ready—there's an eighth guard in back (G3) and a ninth inside the warehouse (G4). Once they're down, you can slip into the back of the truck and you're on your way.



SLAVES AND CAMERAS

You'll emerge at De Pleur's City of Pain at night, to the sounds of . . . something. Right off the truck, you'll see several soldiers taunting a bound prisoner. This being a stealth mission, you'll want to ignore them. If anyone sees a body or hears a gunshot, you fail.



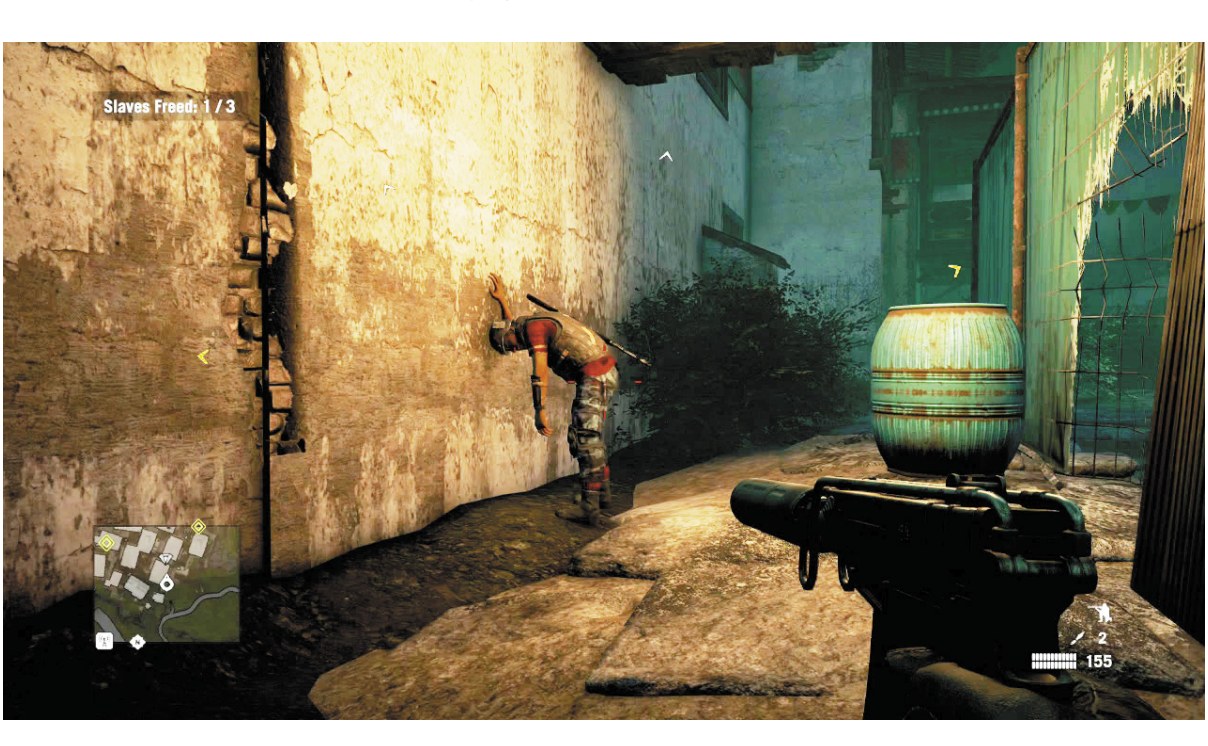
NOTE

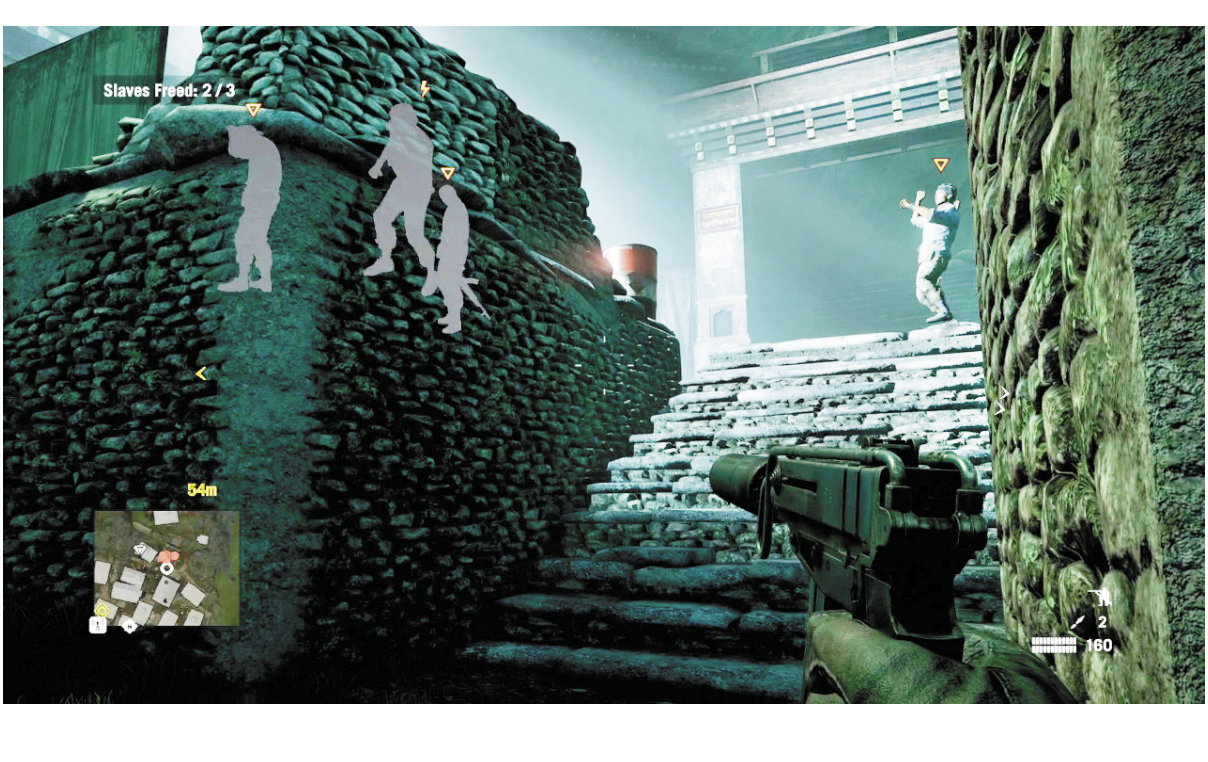
There are countless possible routes through the city. We're going to describe two routes that work (one for Sabal's mission and one for Amita's), but feel free to blaze your own trail. The map later in this section can help you plan.

Bright Lights, Dead City

Watching the lighting in the City of Pain is the secret to remaining unnoticed. You can kill anyone standing in golden yellow light and easily avoid detection. But pure, stark white light? Too much chance you'll get caught. Just slip on by. For now.

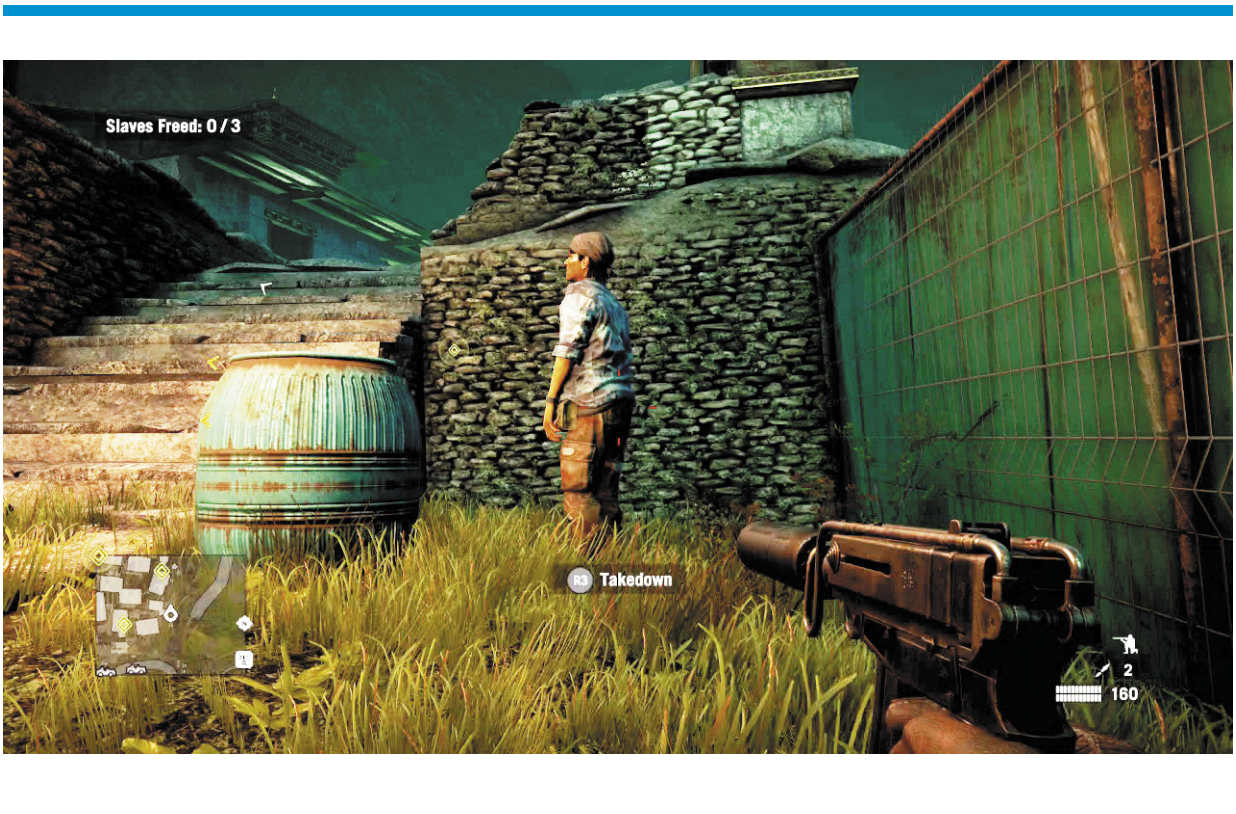
And here the mission splits. If you're following Sabal, you'll need to free the "slaves" from De Pleur's twisted rave. If you're following Amita, you'll take pictures of the slaves as they are tortured, but not actually rescue them. Seems like Amita's plan is a raw deal for the slaves, but we're not here to judge.





NOTE

If you're playing this mission Amita's way, feel free to skip ahead to "City of Pain: Amita."

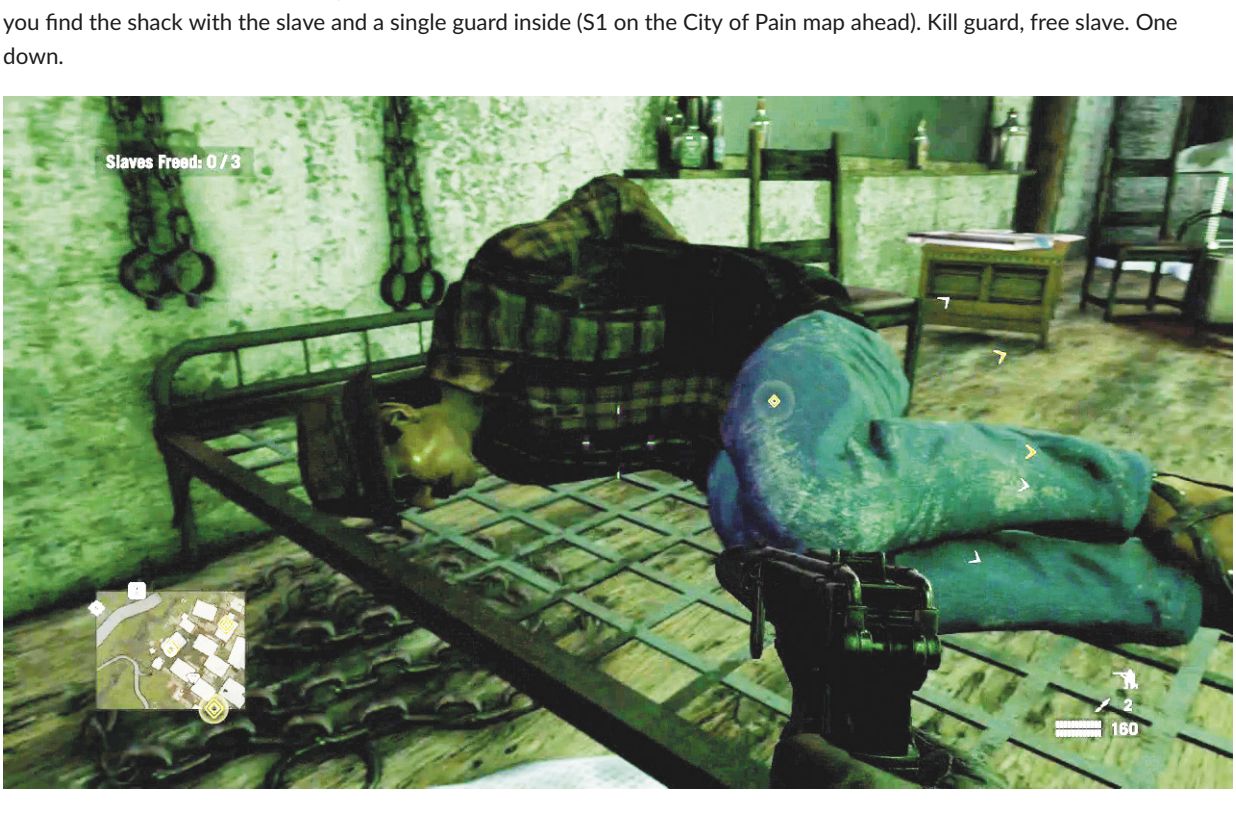


CITY OF PAIN: SABAL

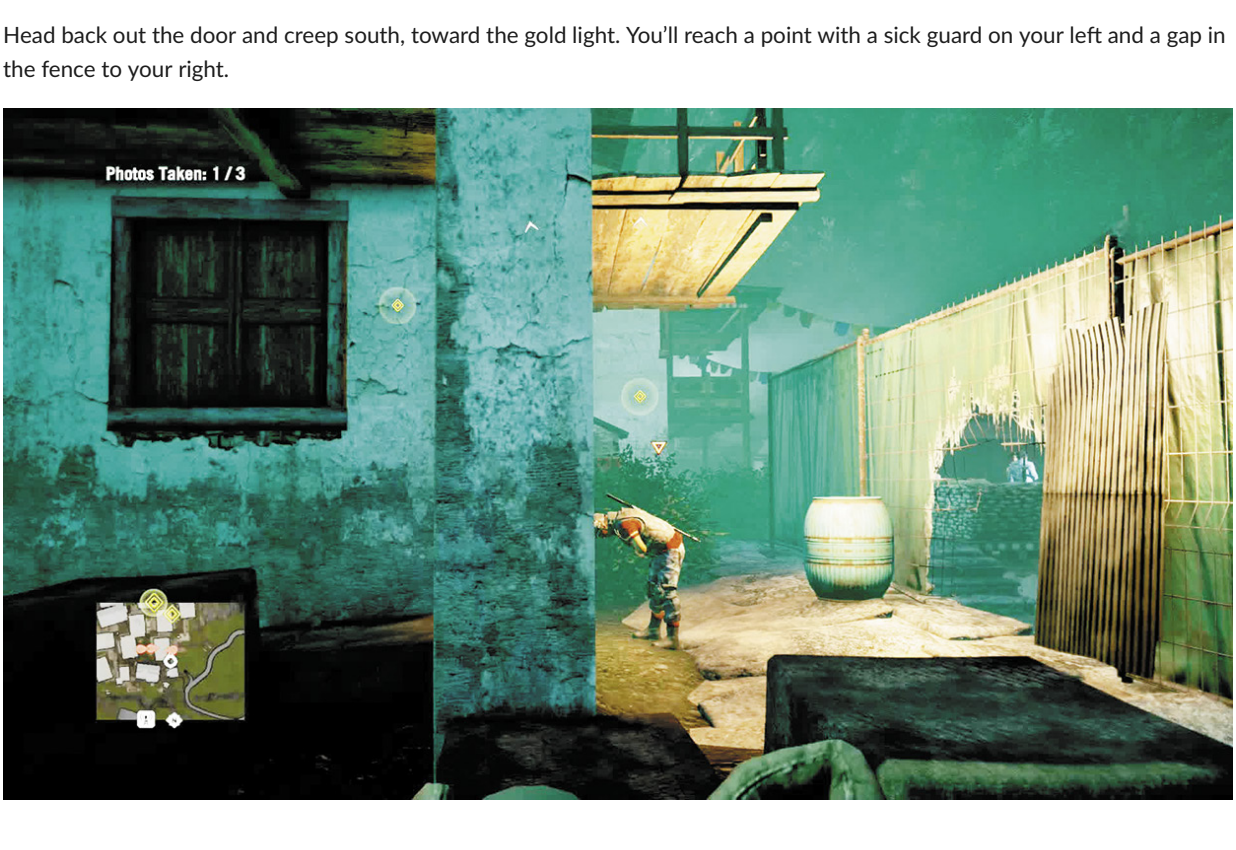
Skirt around to the north of the parking lot jerks and you'll find a climbable ledge. You'll come up near a guard tower. Ignore it. The odds of its guard seeing you are much lower than the odds of someone else seeing you if you climb up to whack him.

The slaves to be freed are in three locations. We'll liberate the northernmost one first.

Stick to the wall and take out the guard at the well-lit stairway, then hide his corpse. Head up those same well-lit stairs until you find the shack with the slave and a single guard inside (S1 on the City of Pain map ahead). Kill guard, free slave. One down.

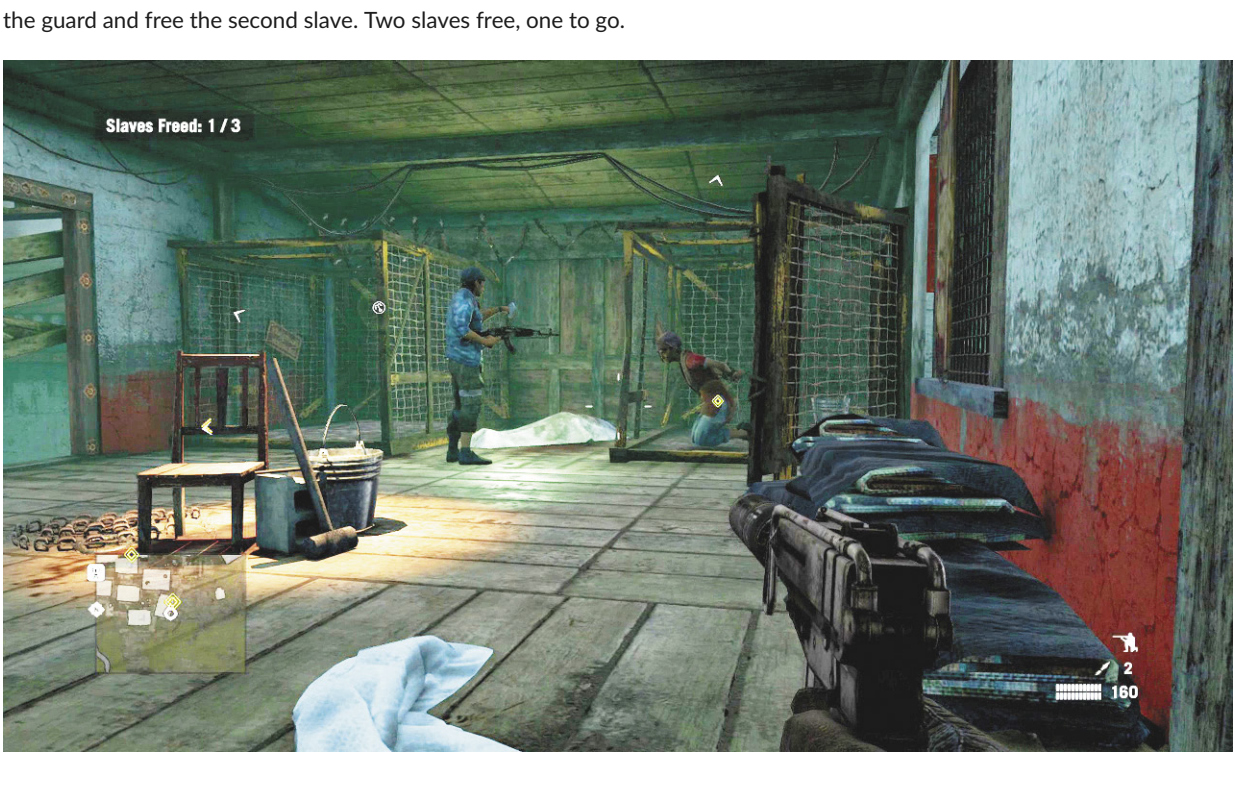


Head back out the door and creep south, toward the gold light. You'll reach a point with a sick guard on your left and a gap in the fence to your right.



Kill the guard and stash his body in the plants. Continue along the fence and sneak past the guards under the bright white light.

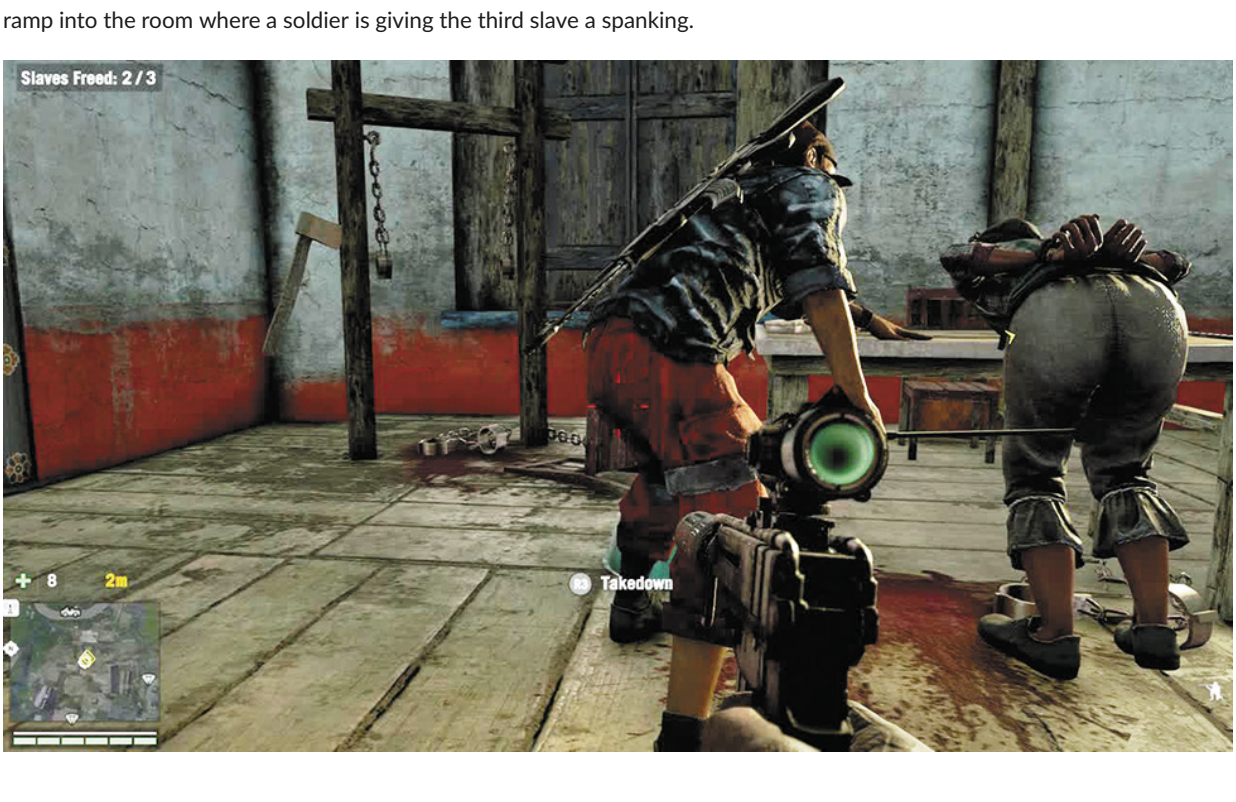
If you continue forward (south) and then veer west, you'll find another guard you can take out. Leave his body as a landmark. Climb the stairs near him and then take either the east-side ladder or west-side stairs up to the house. Sneak in to take down the guard and free the second slave. Two slaves free, one to go.



TIP

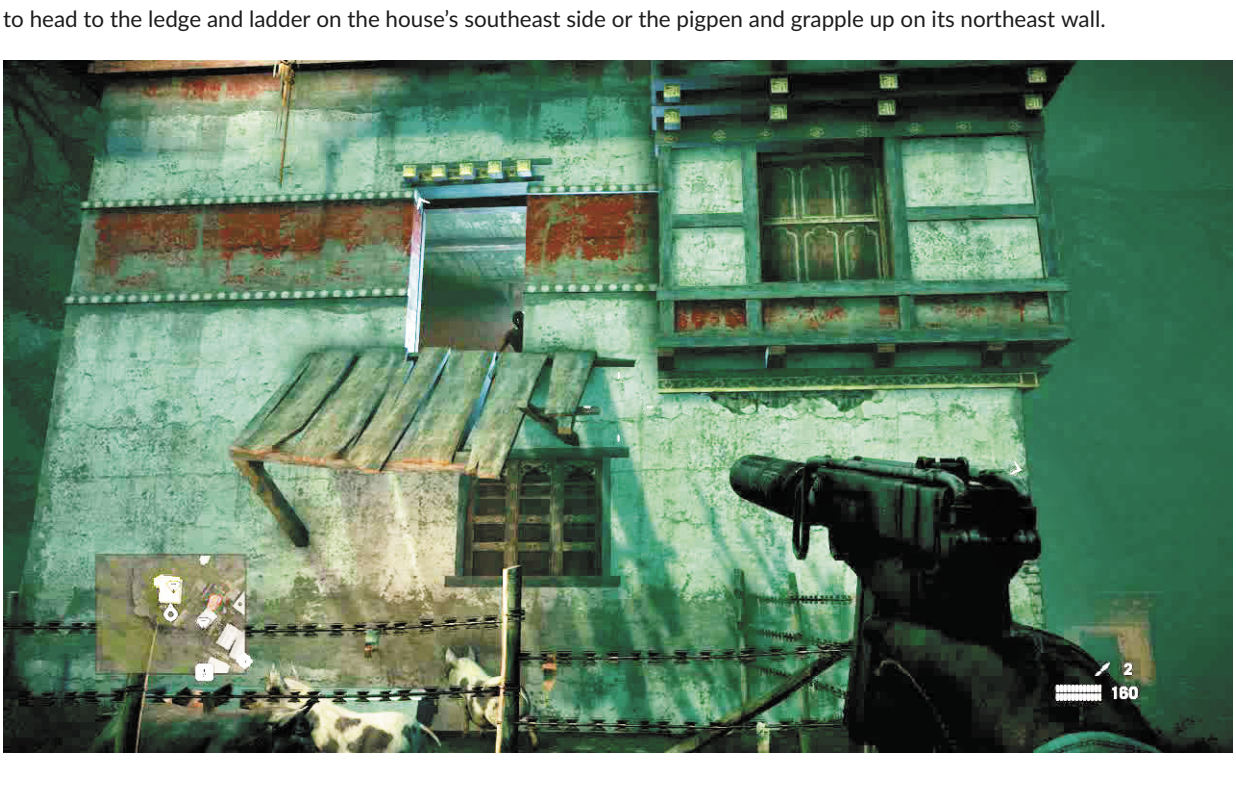
Note that there's also a grapple point that can give you a free hanging shot at his back. Just use a silencer (or a knife).

Head back down and turn east at the "landmark" guard's body. If done correctly, you should see an ammo crate in the left corner and a red barrel to your right. Go ahead and stash the guard near the ammo crate, then continue down the alley toward the final yellow diamond on your mini-map, keeping to the shadows and avoiding any white-lit areas. When you reach the T-intersection and another ammo crate, go left (north), then immediately right (east)again up the short stairway. Stay crouched as you move down the alley, and when the building on your left ends, take the sharp left to go down the wooden ramp into the room where a soldier is giving the third slave a spanking.



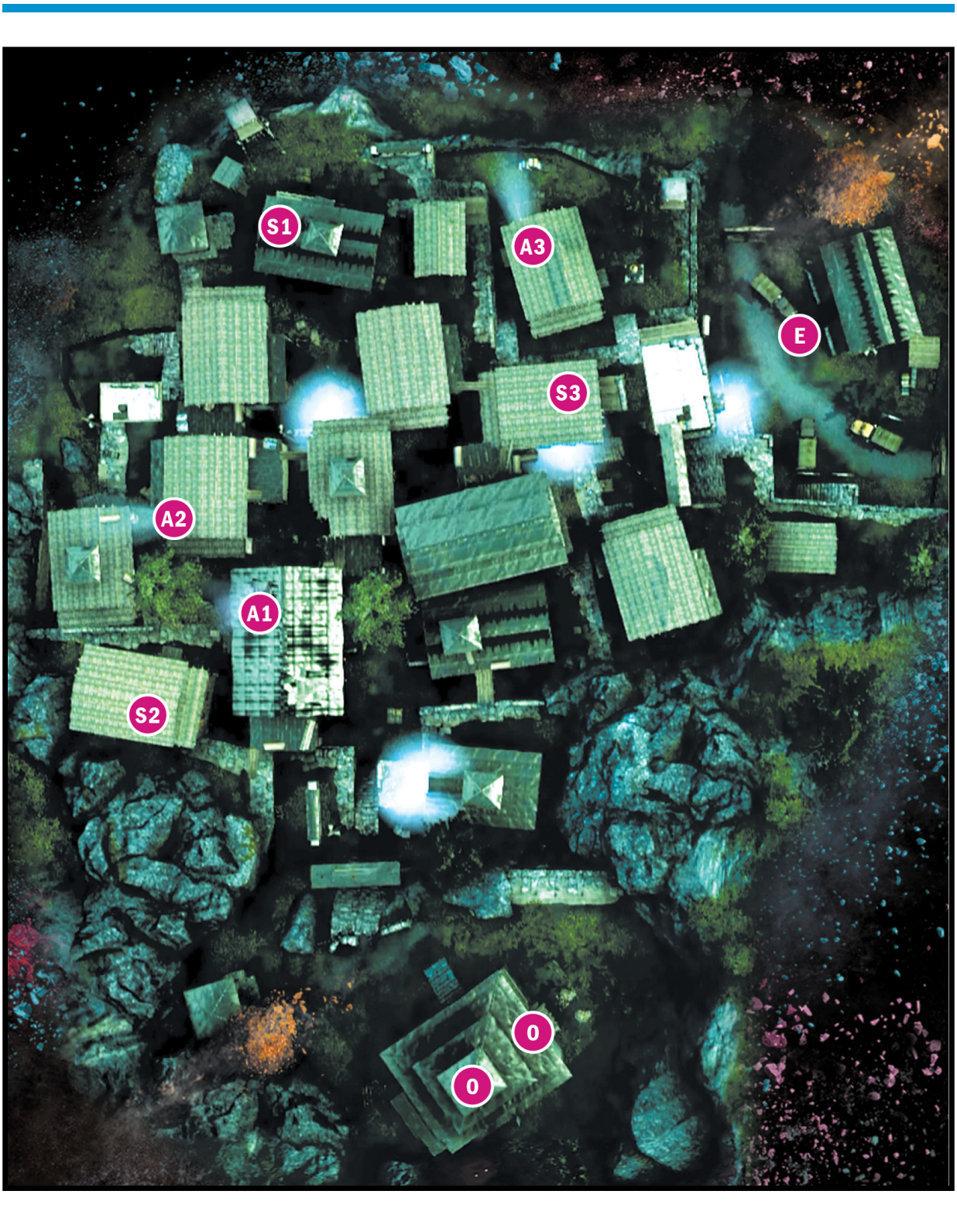
Retrace your steps back to the spot where you killed the "landmark" guard. When you reach the blue barrel next to the cage, turn south. You should see stairs and a ladder up the stone wall. Take it, then sneak carefully toward the hole in the green fence to the east, being careful not to disturb the guards nearby.

Go through the hole to De Pleur's yard. You'll have to take out the guard near the hut directly ahead, but after that it's clear to head to the ledge and ladder on the house's southeast side or the pigpen and grapple up on its northeast wall.



NOTE

At this point, the mission threads merge back together. Feel free to skip ahead to the section marked "The Getaway."



The City of Pain

S1 First slave (Sabal)

S2 Second slave (Sabal)

S3 Third slave (Sabal)

A1 First torture victim

A2 Second torture victim

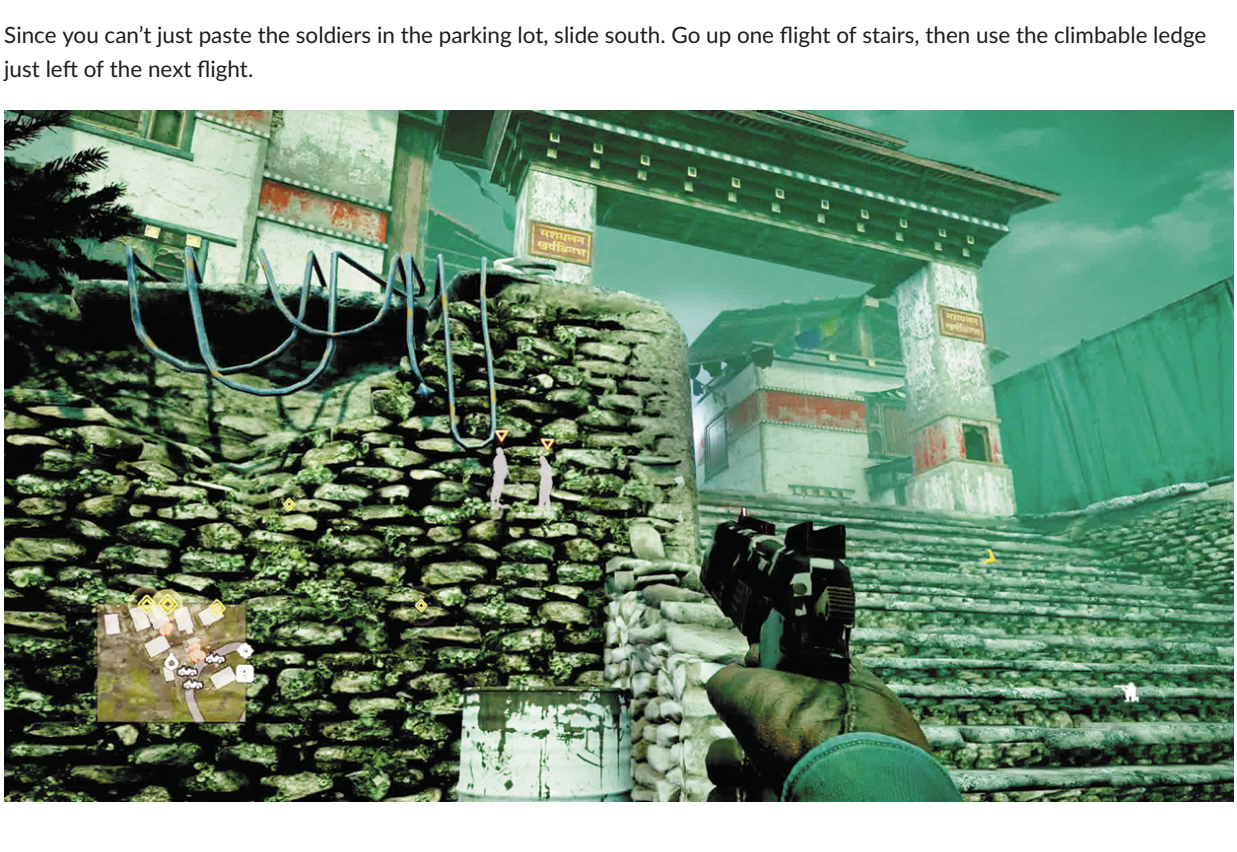
A3 Third torture victim

E Entrance (and exit) to level

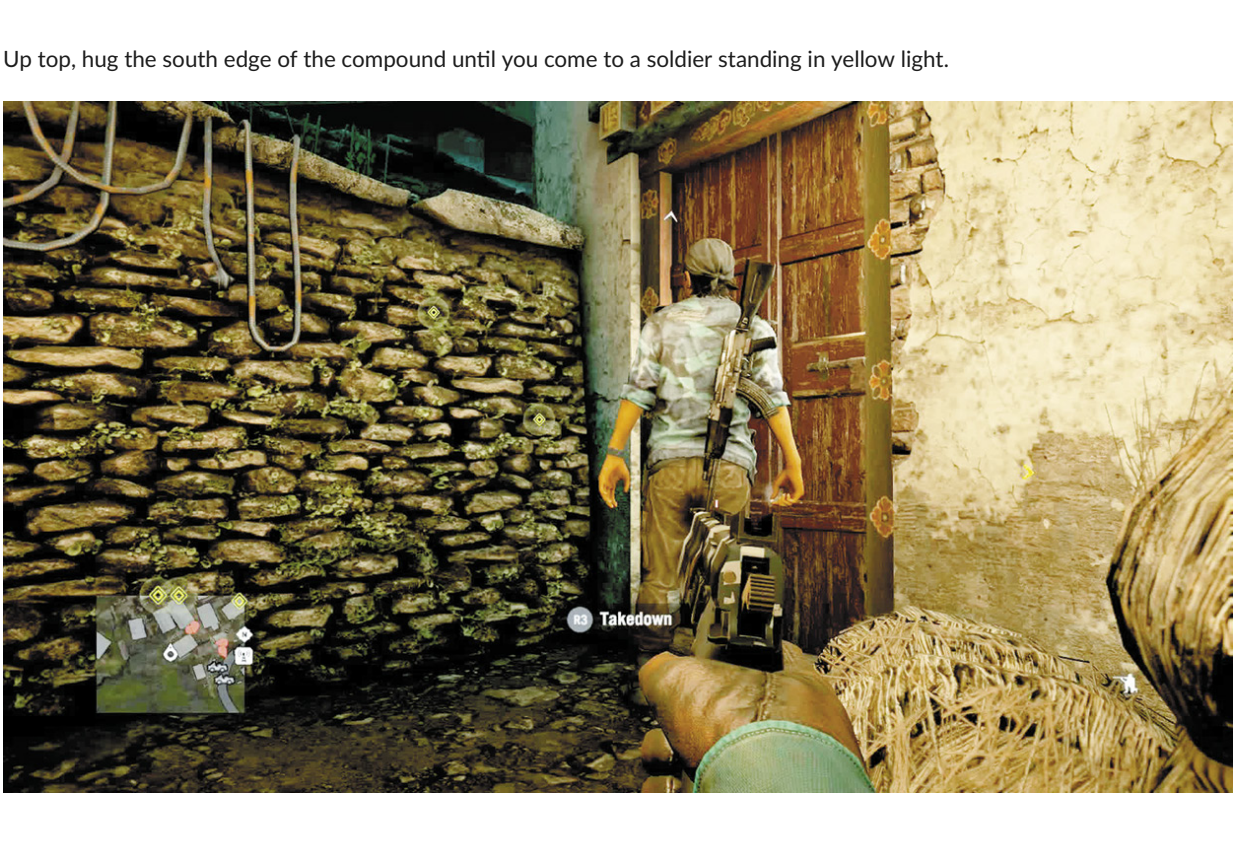
O Entrance to De Pleur's office

CITY OF PAIN: AMITA

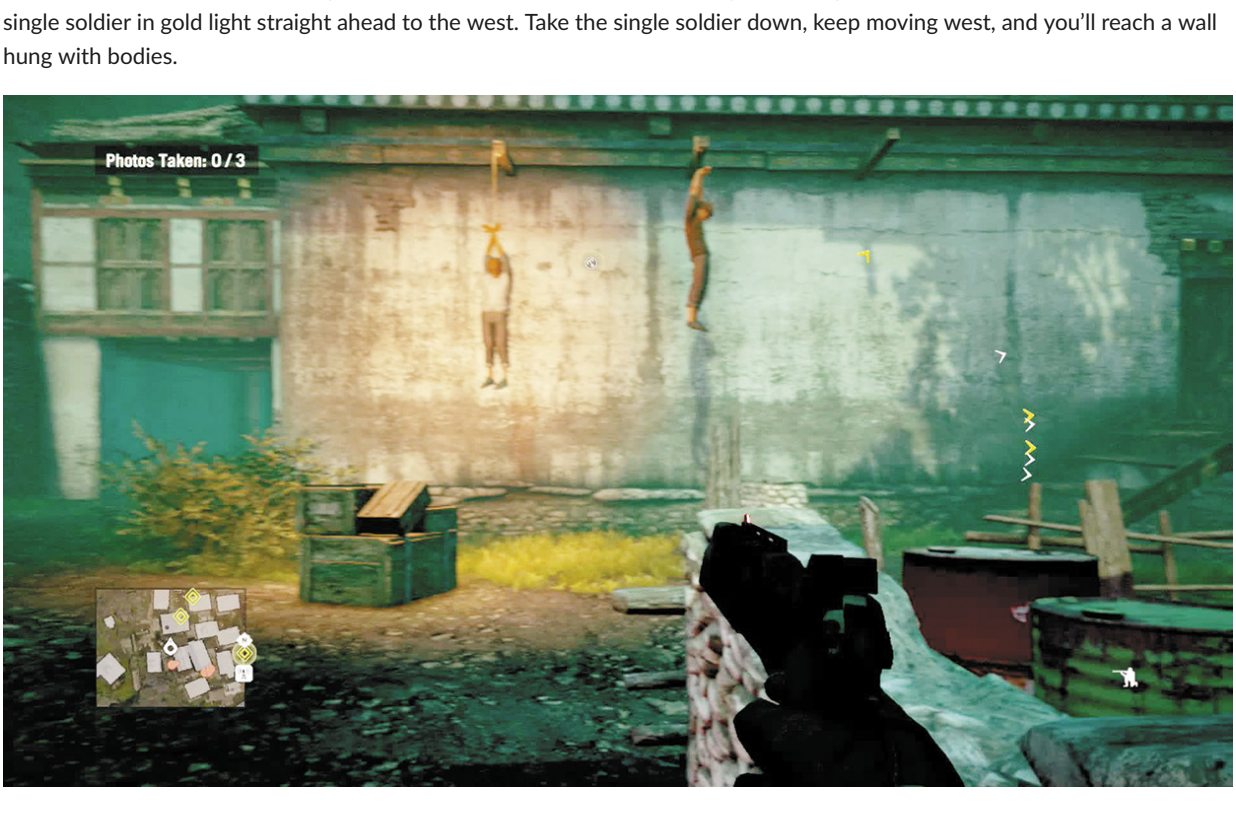
Since you can't just paste the soldiers in the parking lot, slide south. Go up one flight of stairs, then use the climbable ledge just left of the next flight.



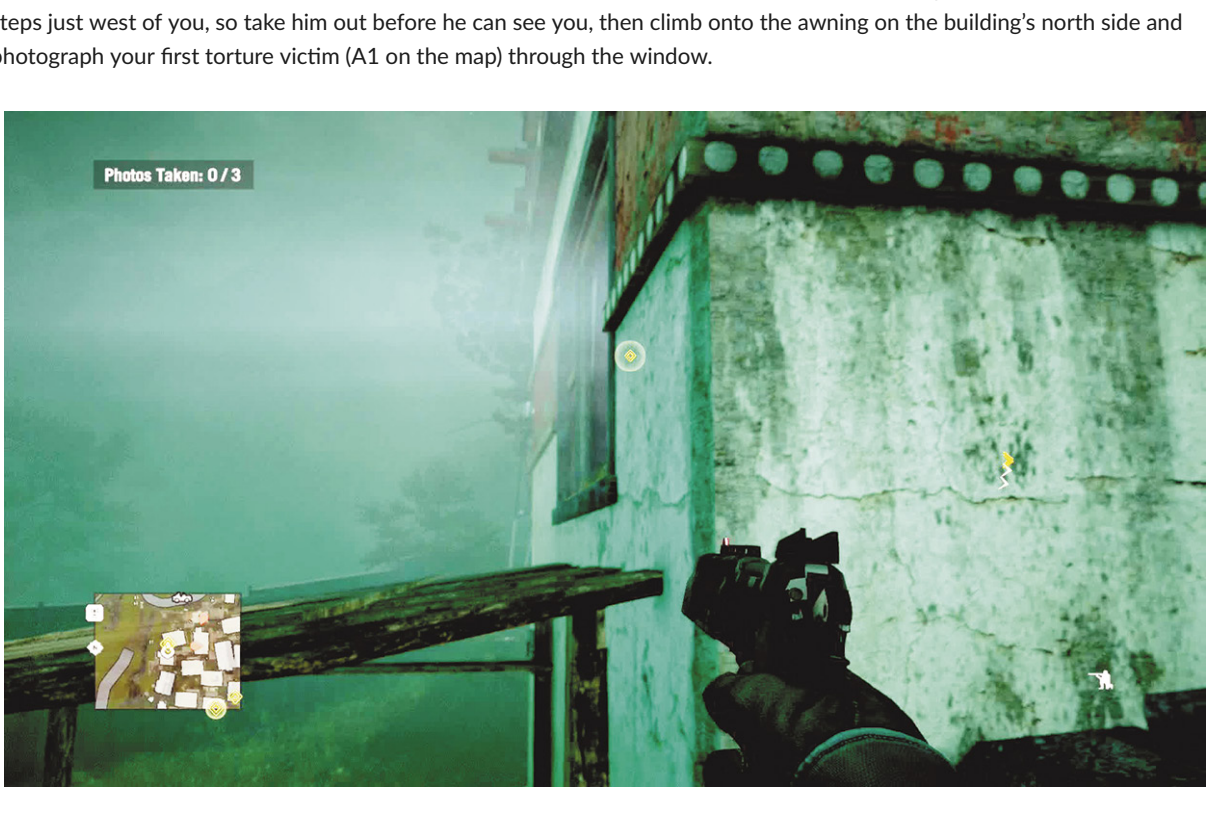
Up top, hug the south edge of the compound until you come to a soldier standing in yellow light.

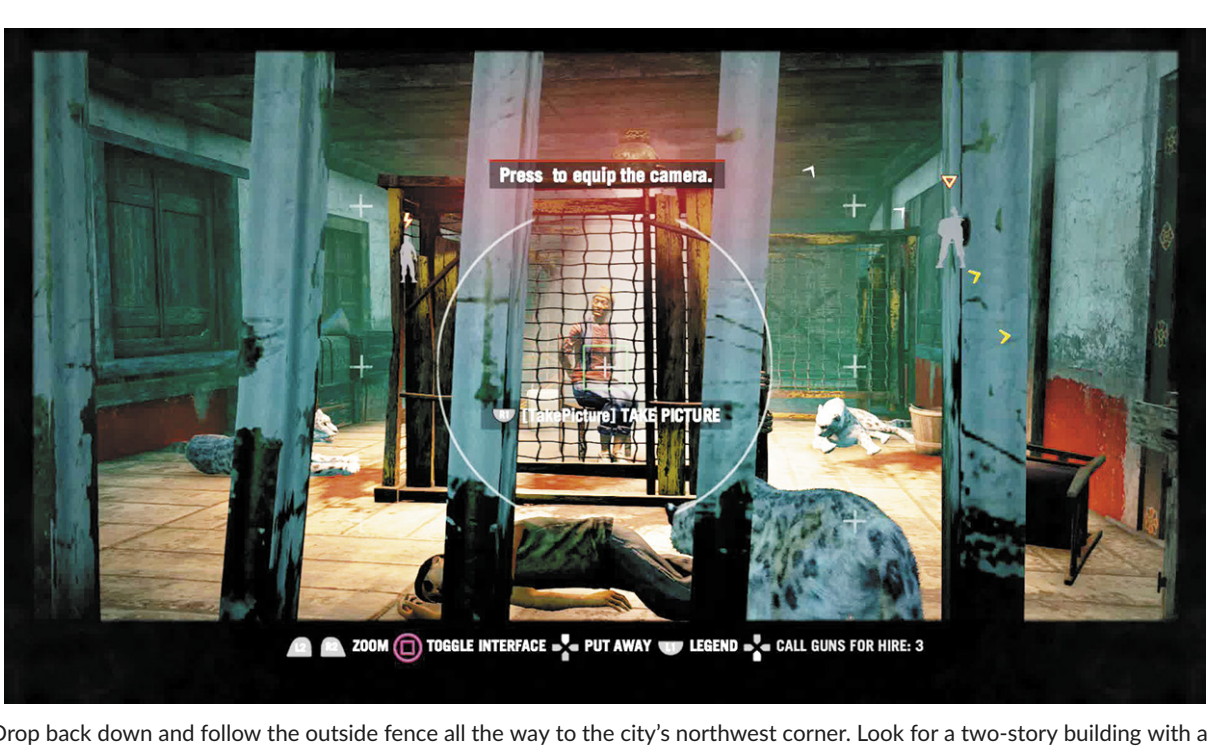


Take him down and climb the ledge beside him. You should come up seeing a white light and troops to your north and a single soldier in gold light straight ahead to the west. Take the single soldier down, keep moving west, and you'll reach a wall hung with bodies.

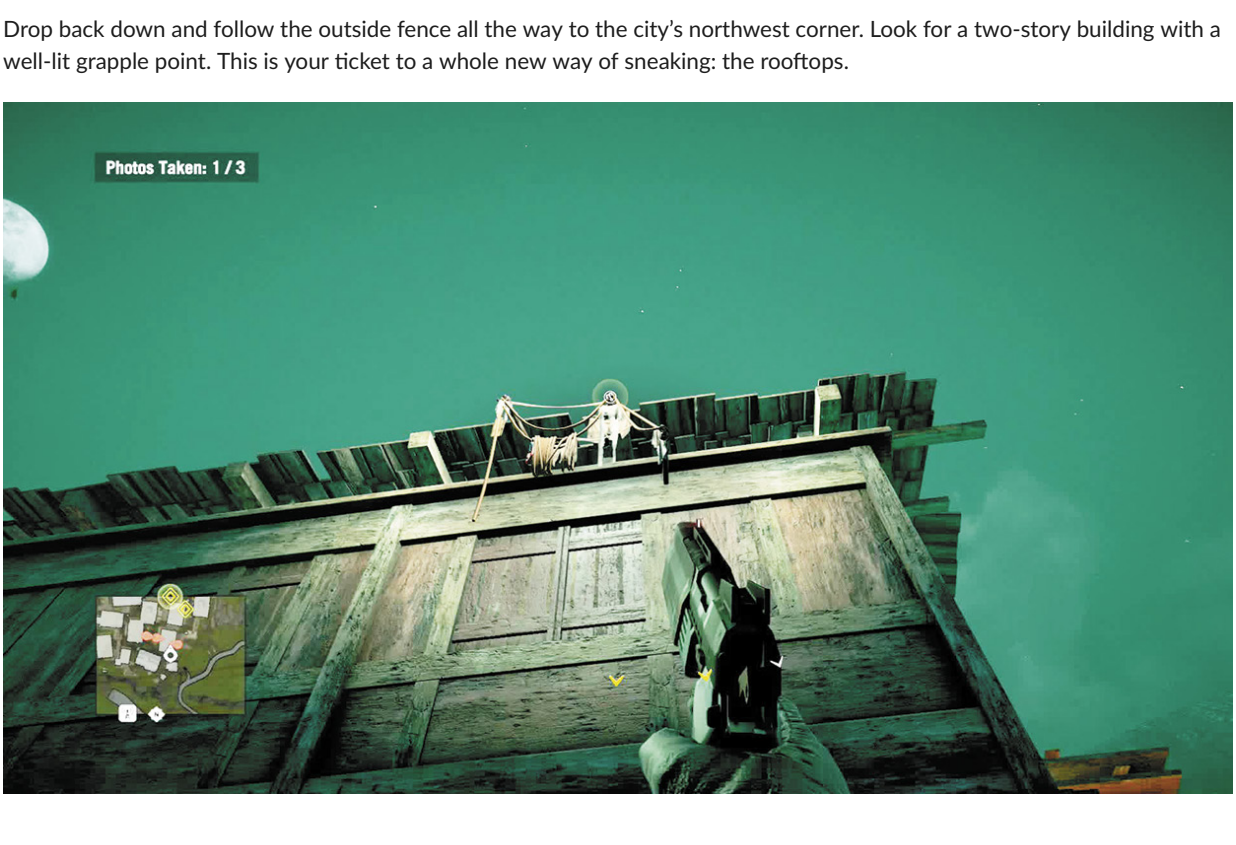


Two of the torture victims you need to photograph are very close by. But there are several soldiers partying just south of here, so it's a risky traversal. Let's come up with a more secretive route. Turn north and you should have a fairly straight shot all the way to the north side of town, where the third mission marker hovers over a small building. There's a soldier by the steps just west of you, so take him out before he can see you, then climb onto the awning on the building's north side and photograph your first torture victim (A1 on the map) through the window.

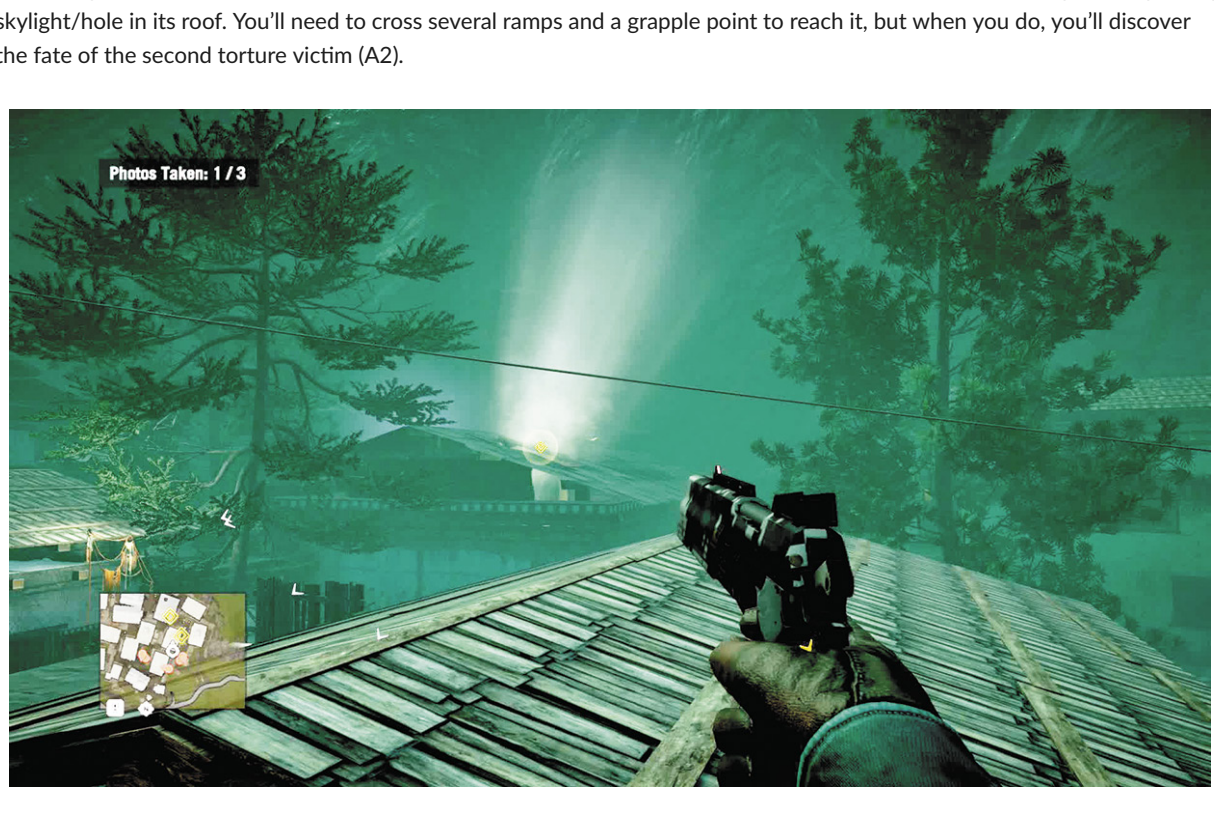


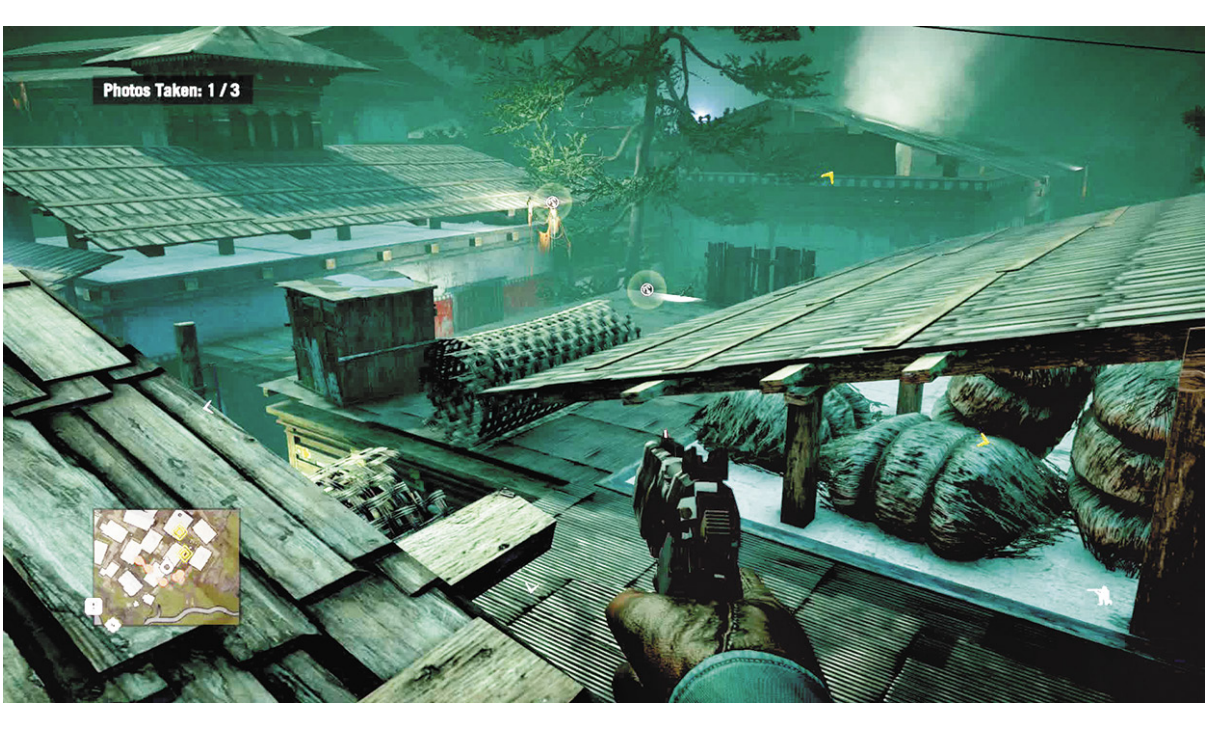


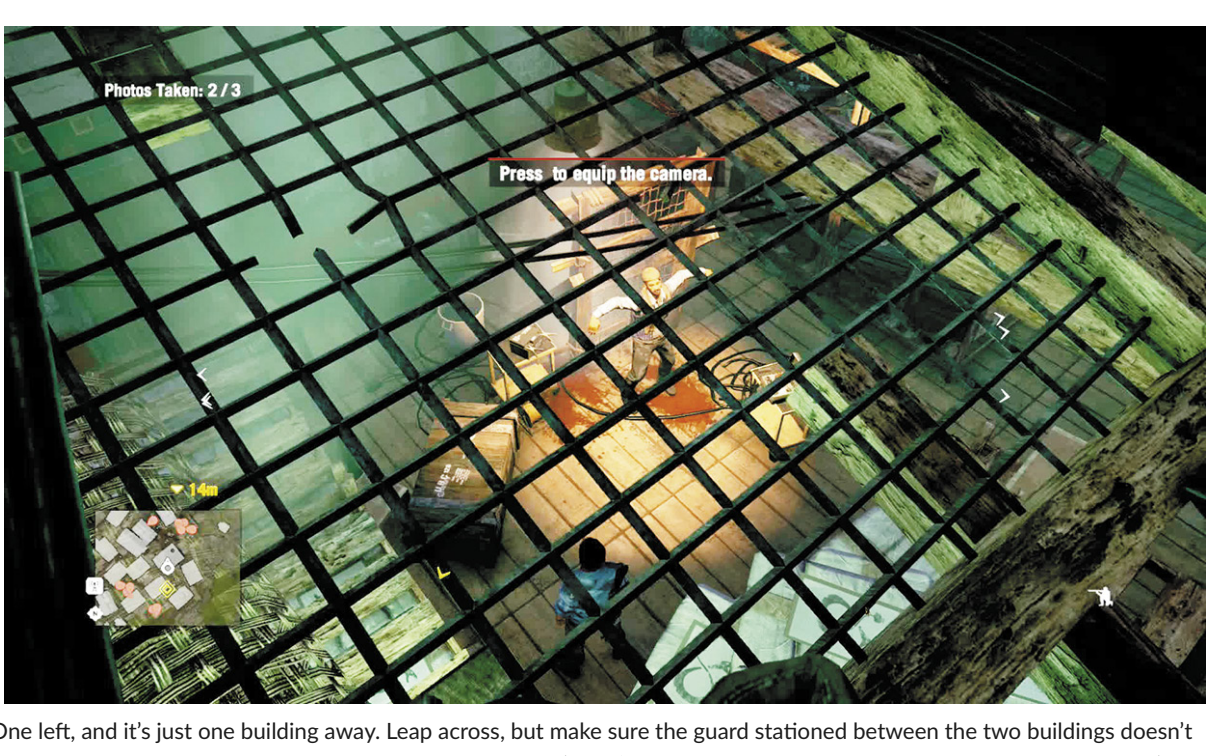
Drop back down and follow the outside fence all the way to the city's northwest corner. Look for a two-story building with a well-lit grapple point. This is your ticket to a whole new way of sneaking: the rooftops.



Once on the roof, you can go almost anywhere without detection. Ramps, suspended walkways, and grapple points form a hidden highway of secret paths across the city. In this case, work your way south, toward a two-story building with a glowing skylight/hole in its roof. You'll need to cross several ramps and a grapple point to reach it, but when you do, you'll discover the fate of the second torture victim (A2).

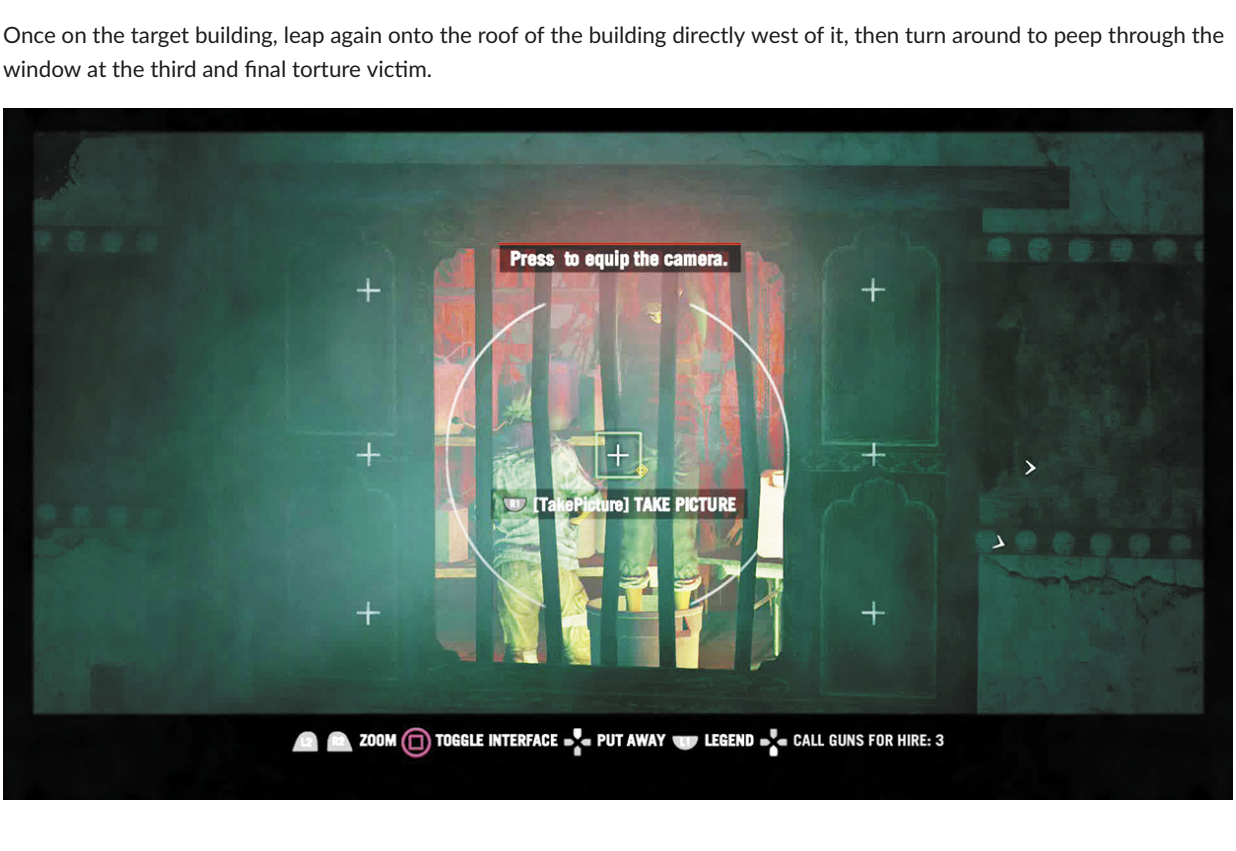






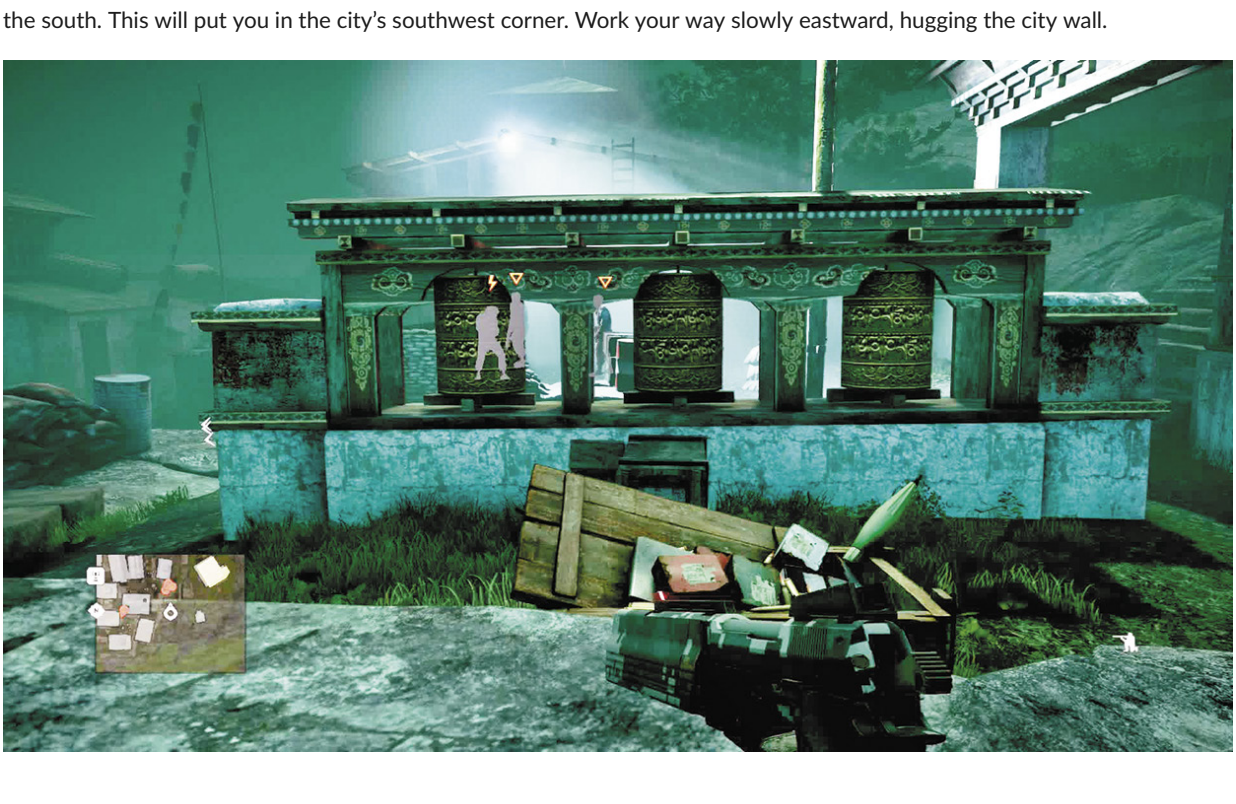
One left, and it's just one building away. Leap across, but make sure the guard stationed between the two buildings doesn't see you. A Death from Above attack could work well here (there's a grapple point to get you back to the roof if need be), or just tag him and wait for him to turn away.

Once on the target building, leap again onto the roof of the building directly west of it, then turn around to peep through the window at the third and final torture victim.



Time to get Paul.

The building's southeast corner almost touches the ground, so you can just walk off it and skirt around the next building to the south. This will put you in the city's southwest corner. Work your way slowly eastward, hugging the city wall.



Inch past the partying soldiers.

You'll come to a hole in the fence. Go up the slope, stealth-kill the single guard on duty, and then go around to the south side of the house, where a climbable ledge leads to a ladder to the roof, an open attic window, and a ladder down into De Pleur's secret sanctum.

Open the door.

THE GETAWAY

After the cutscene, it's time to escape—with luggage. Grab the health pack by the door and haul your load back out the window. From here on out, stealth is strictly optional. In fact, it's pretty much impossible.

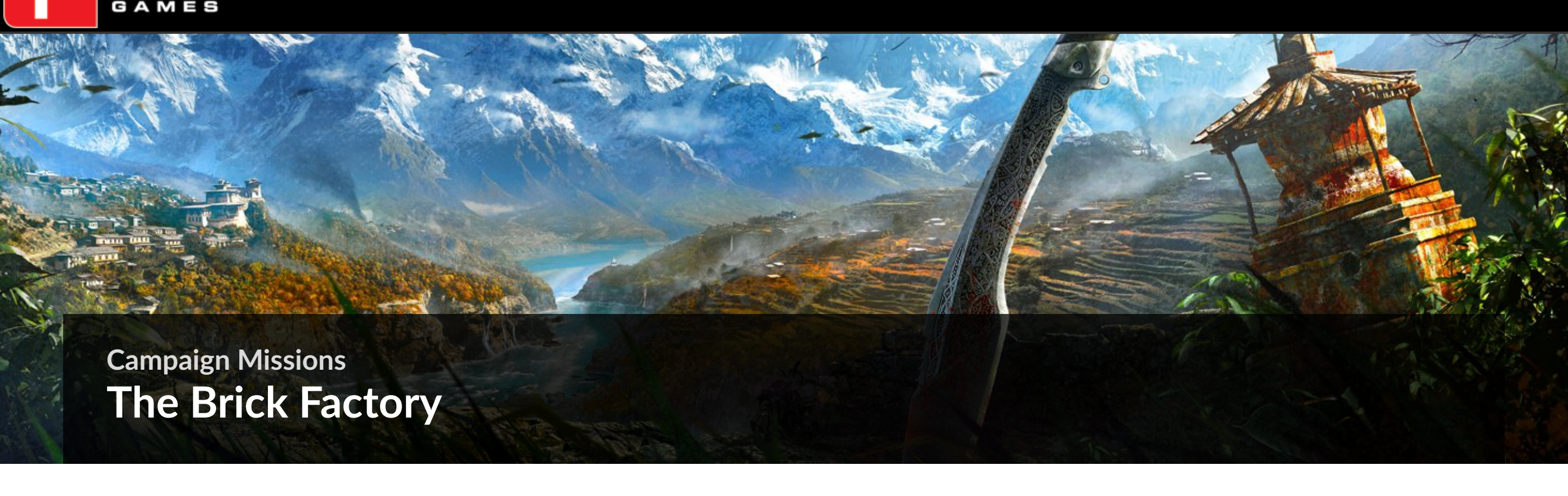
NEW SKILL POINT
0
74m
R3 Drop Body
6
71

We opted for bullets.

You'll have a gaggle of soldiers waiting for you at the foot of the main stairs. Shoot your way out through any route you choose until you reach the parking lot where you entered the level. Toss your cargo in the car's trunk and put the pedal to the metal. You'll meet pursuers and roadblocks, but you should be able to outrun them all. Either deliver De Pleur to Amita and Sabal at the quest marker or pull over and blow up the car to end the mission.

TIP

Hopefully, you have the "Moving Target skill by now, so you can use your sidearm as you make your way to the car. If you simply have to use your two-handed weapons or need to move quickly, you can also dump your cargo, use your full arsenal to clear a path, then re-shoulder your load and continue.



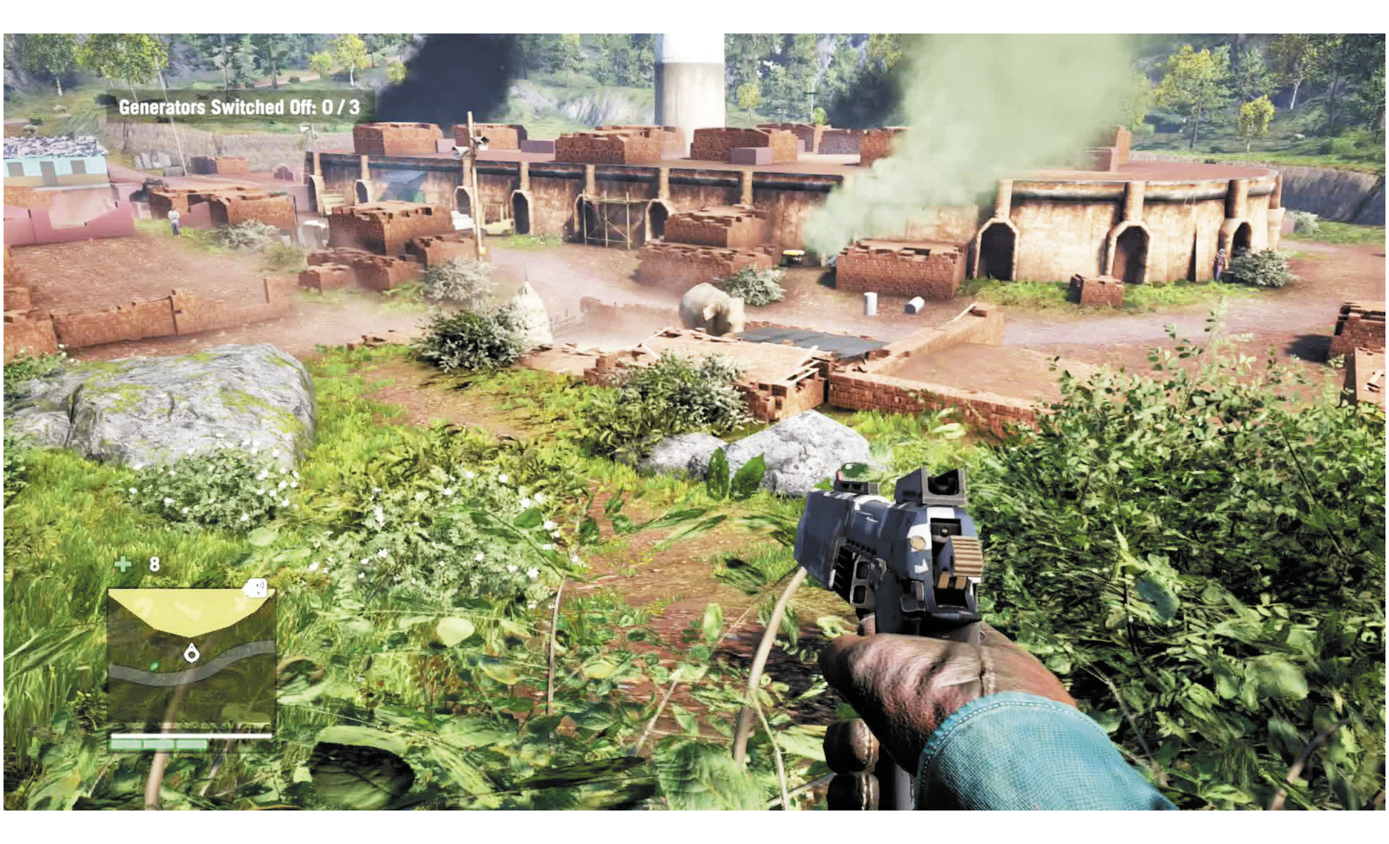
Campaign Missions

The Brick Factory

You'll arrive on the scene and find yourself facing another choice. Do you accept Amita's assignment to take over the brick factory, or Sabal's instruction to destroy it? You're going to the factory either way. The question is whether or not you'll leave a smouldering crater in your wake.

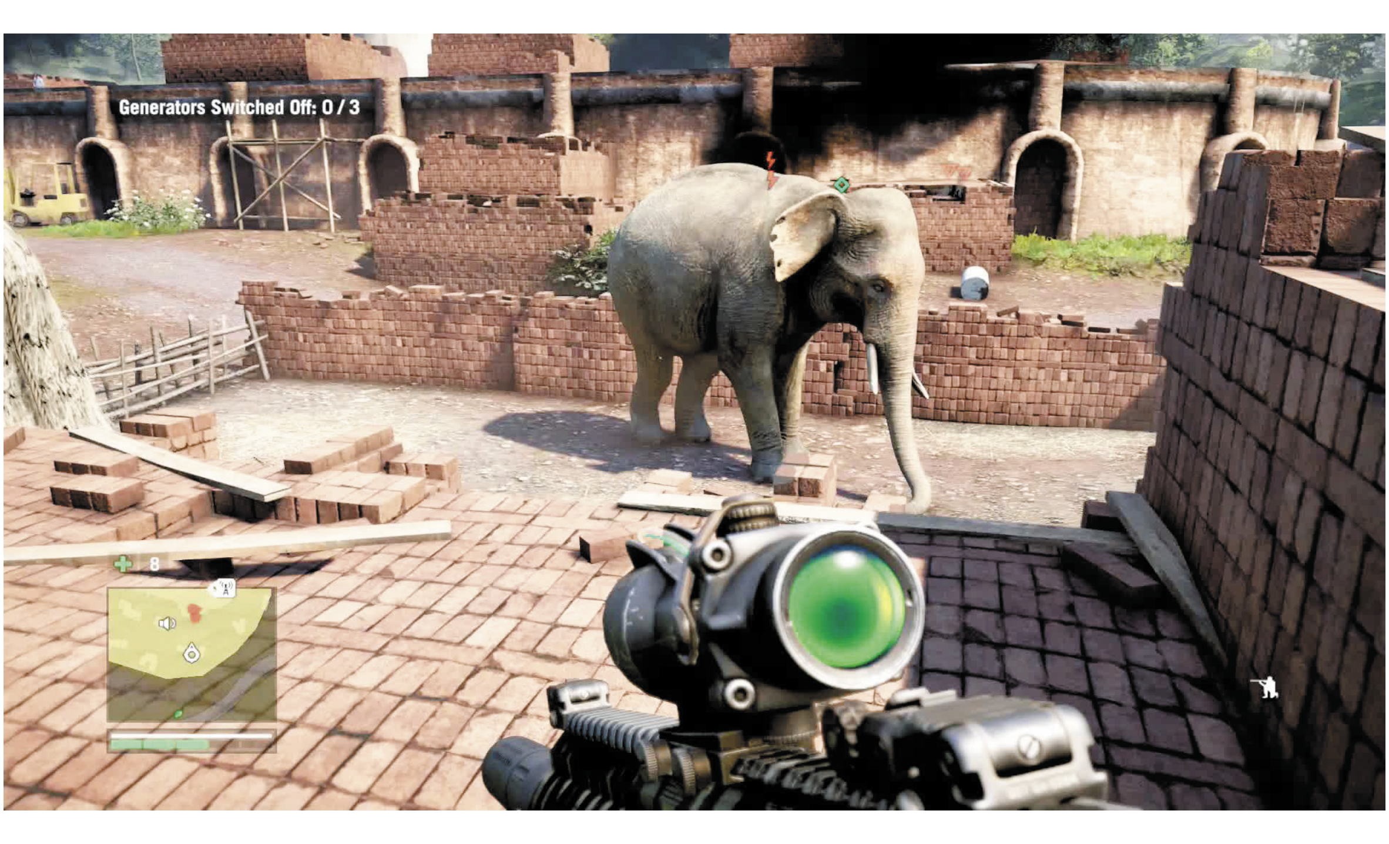
Amita: I was hoping you'd say that. I need you to take Noore's brick factory without destroying it. We'll to put it to good use later. Ajay, be careful. It's very well guarded.

AMITA: ADVANCED CHEMISTRY



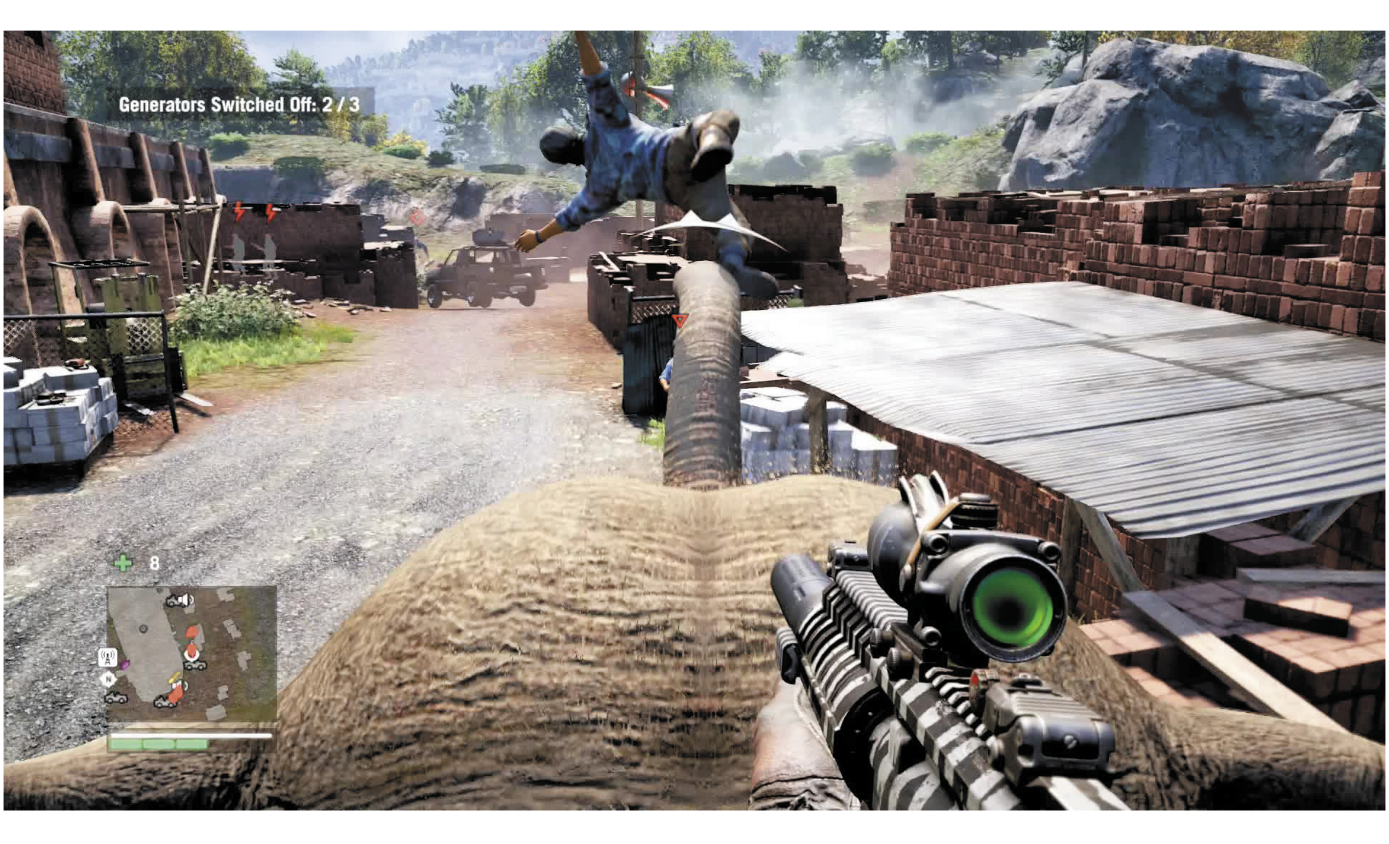
Meet the Golden Path soldiers at the rendezvous point, pausing to Molotov the poster outside the meeting house. Top off your ammo and head up the trail behind the house to reach the factory.

This is basically a fortress takeover in disguise. You want to wipe out the occupying forces—the lead chemist in particular—and claim the factory as your own. The problem is, a lot of the bad guys are holed up inside with the door locked. What to do?



First, case the joint. Do a full oval around the factory from the outer hills, tagging anything and everything you can (see the map later in this section). You should identify three alarm poles. They'll have to go. So will any snipers on the roof (which also has mortars). You also have two soldiers constantly circling in a technical and assaulters, berserkers, pyros, and guard dogs arrayed all around. A ramp on the west leads up to the factory roof, and barely caged elephants ripe for liberation abide in pens to the northeast and southeast.

Now that you know what you're up against, it's time to set about clearing them out. Start with the exterior.



You can come at this one of two ways. If you want to be sneaky and stealthy, snipe the two chumps on the rooftop to keep them from dropping mortars on your head and then slip in close. Watch for enemies nearby, and take them out silently. Make your way to the first alarm (take the one on the north first), then climb onto the roof where you can snipe the second alarm. Then drop down right next to the third, removing your targets' ability to call for help before they even realize they're in grave danger.

Or, you know, you could just hop onto an elephant and wreak havoc.

Find The Chemist

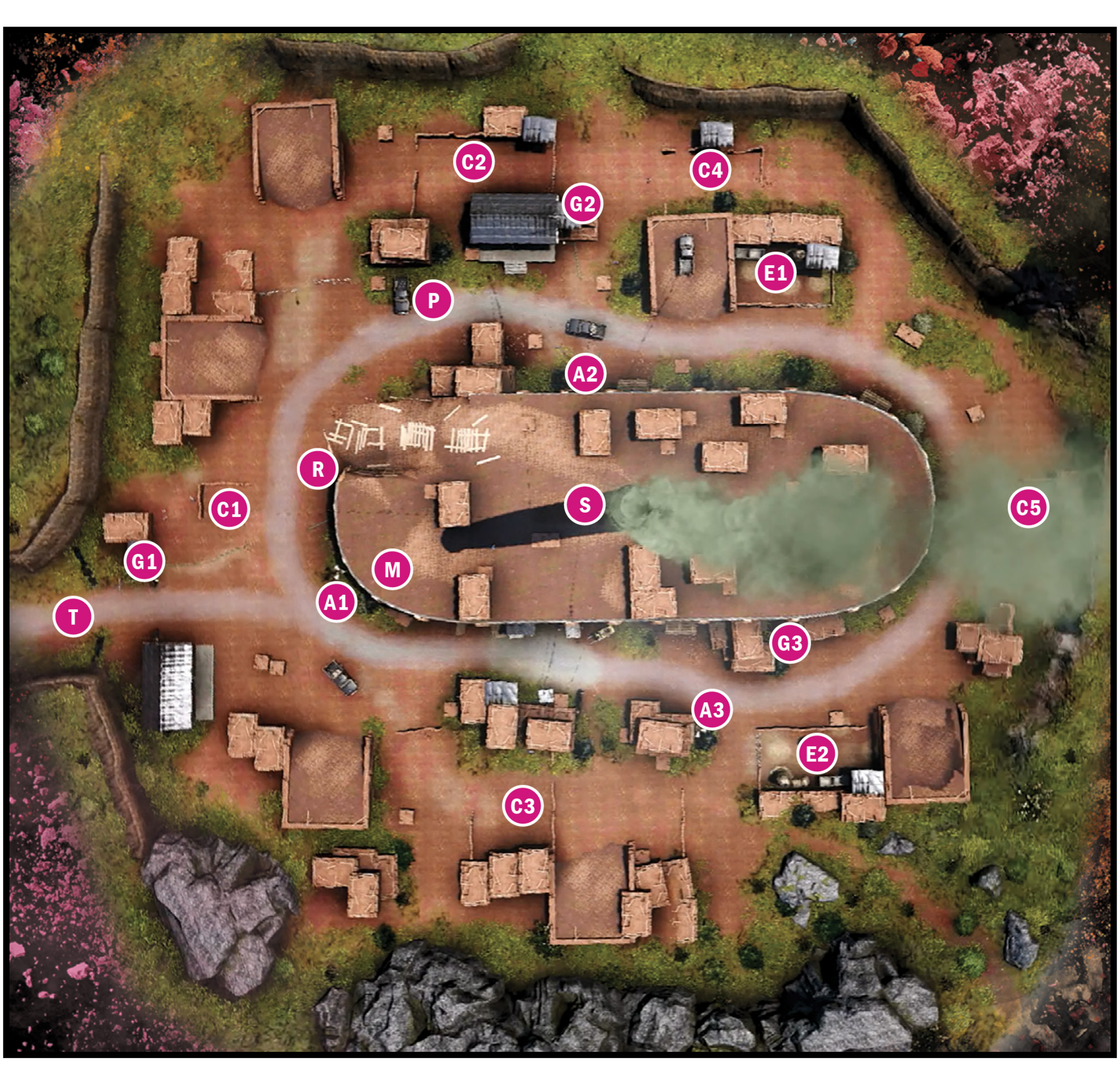
Now to get that door open. Three generators power the factory's air circulation system. Switch them off or blow them up (you only need to leave one of the three operational), and the bad guys will have no choice but to crack the door in the south wall in search of some fresh oxygen.

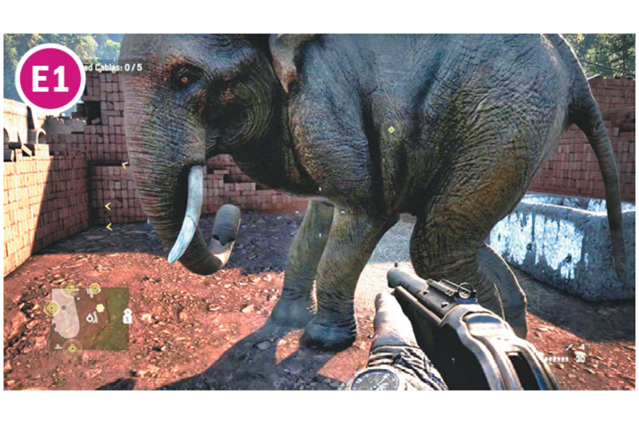
The minute you step inside, however, you'll learn there's something in the air. In particular, something that turns the whole world into a psychedelic disco fireworks show.

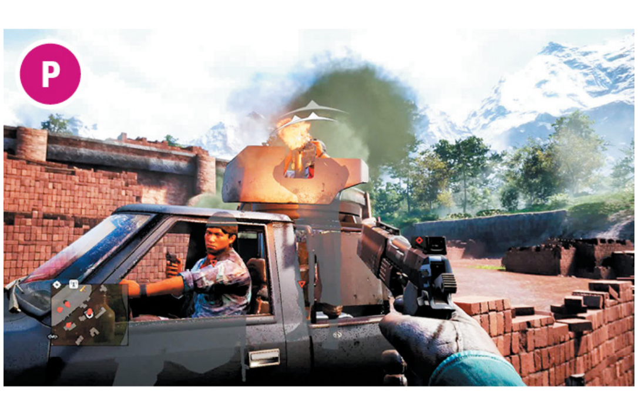
Find The Chemist

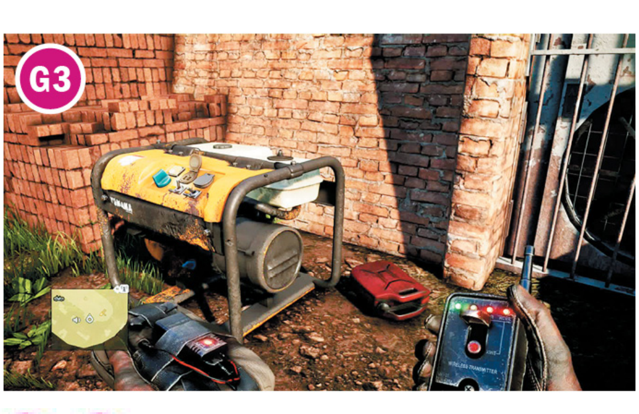
Escape From The Lab Before The Explosion

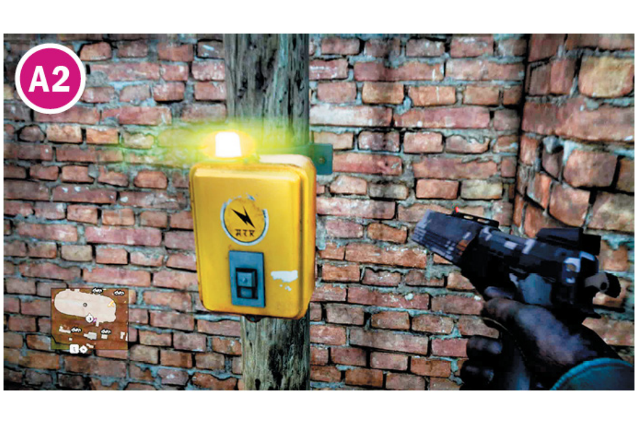
When you get to the chemist, put a bullet in him. Then shoot the other targets that appear and make your way to the exit, lighting up enemies along the way with whatever weapon appears to be in your hands.











E1 E2 E1 and E2: Elephants

S Smokestack

R Ramp up to roof

P Patrol truck

C1 – C5 Support cables for the smokestack (Sabal)

G1 – G3 Generators (Amita)

A1 – A3 Alarm poles

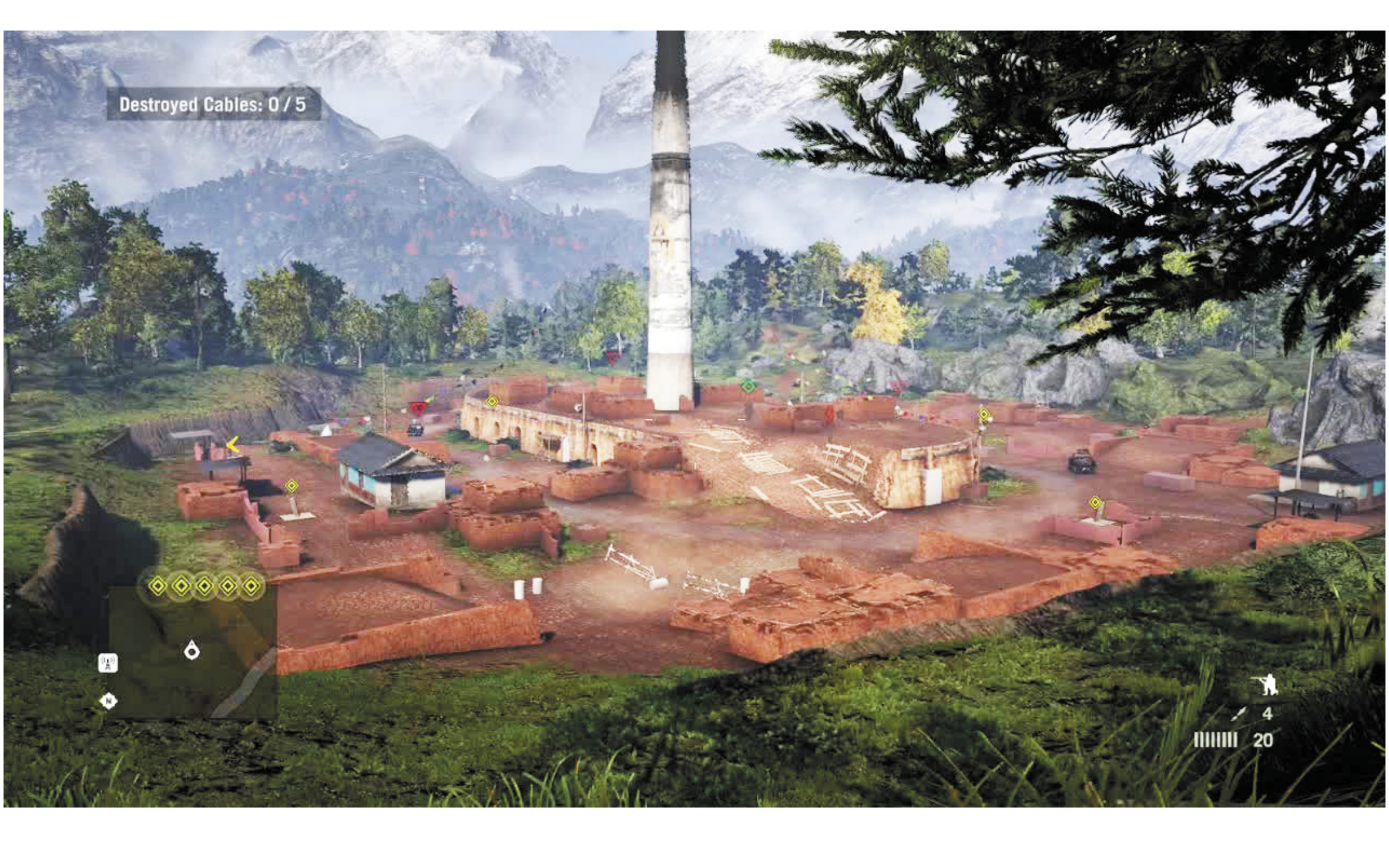
M Mortar

T Trucks of reinforcements will arrive from here (Sabal)

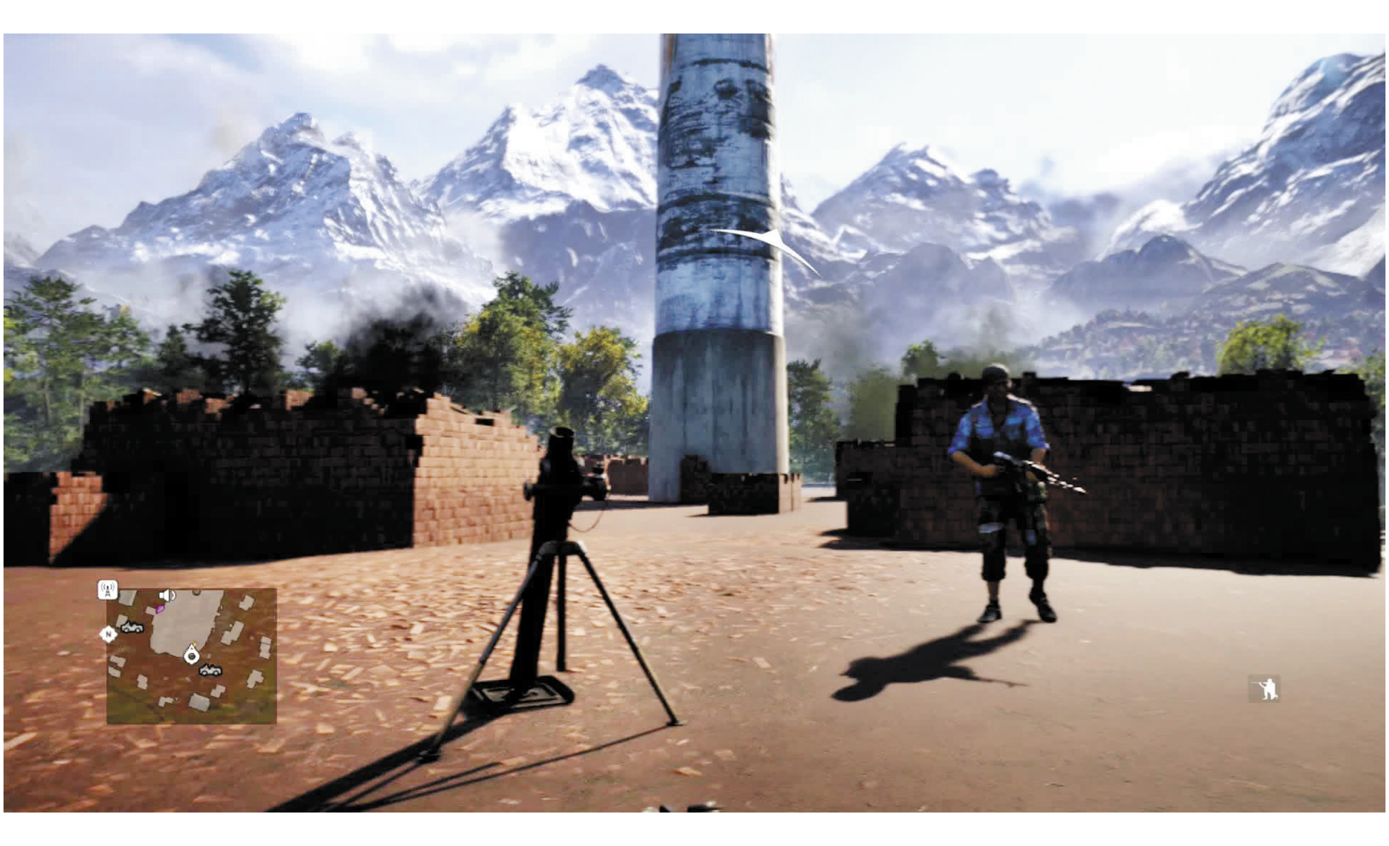
SABAL: BASIC CHEMISTRY

Sabal: This heroin is poison, pure and simple. Take out Noore's men and bring down the factory. End of story.

Feeling destructive, eh? Grab the satchel charges as directed, then go to the rendezvous point. You may want to Molotov the poster on the wall as you head inside, where the Golden Path soldiers will tell you to take all the explosives you want. Once you're fully bomb-laden, head up the trail out back to reach the factory.



Approach this mission just as you would an outpost or fortress takeover. The factory is lightly defended, but a whopping three alarms stand guard around its oval perimeter. You've got snipers patrolling opposite ends of the roof, which also has mortars. You have two soldiers constantly circling in a technical and assaulters, berserkers, pyros, and guard dogs arrayed all around. A ramp in the west leads up to the roof, and barely caged elephants ripe for liberation abide in pens to the northeast and southeast.

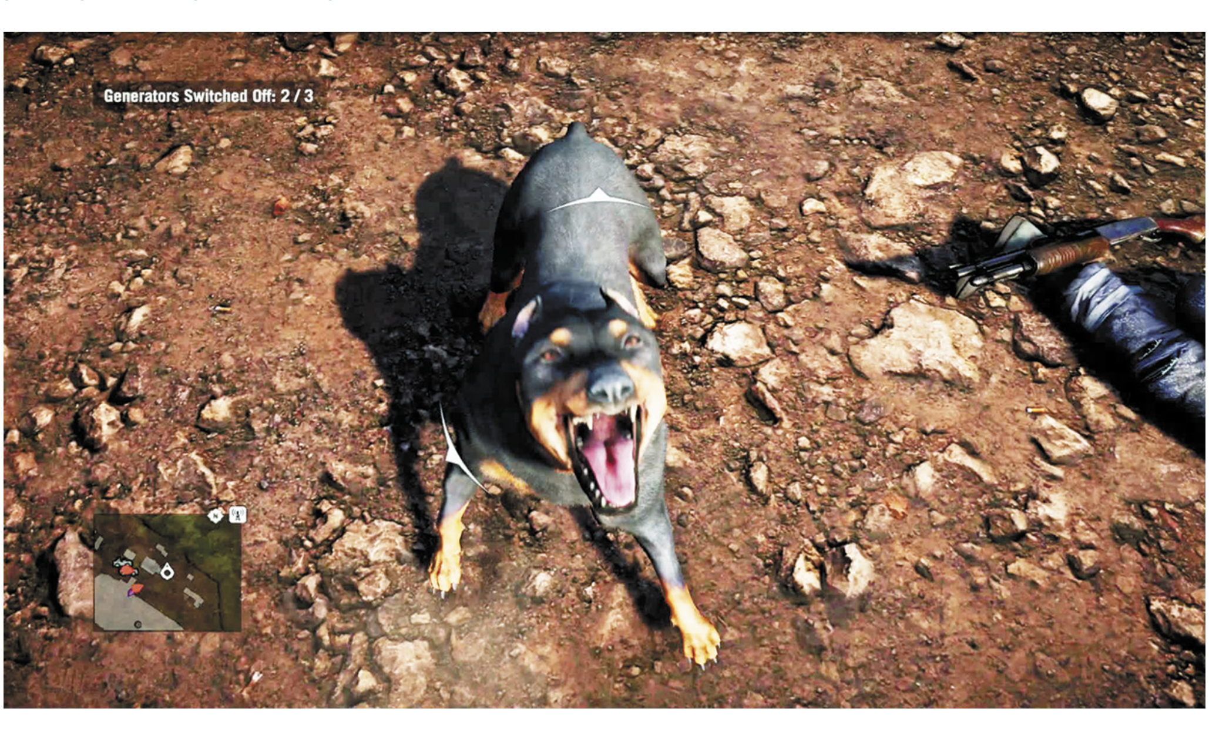


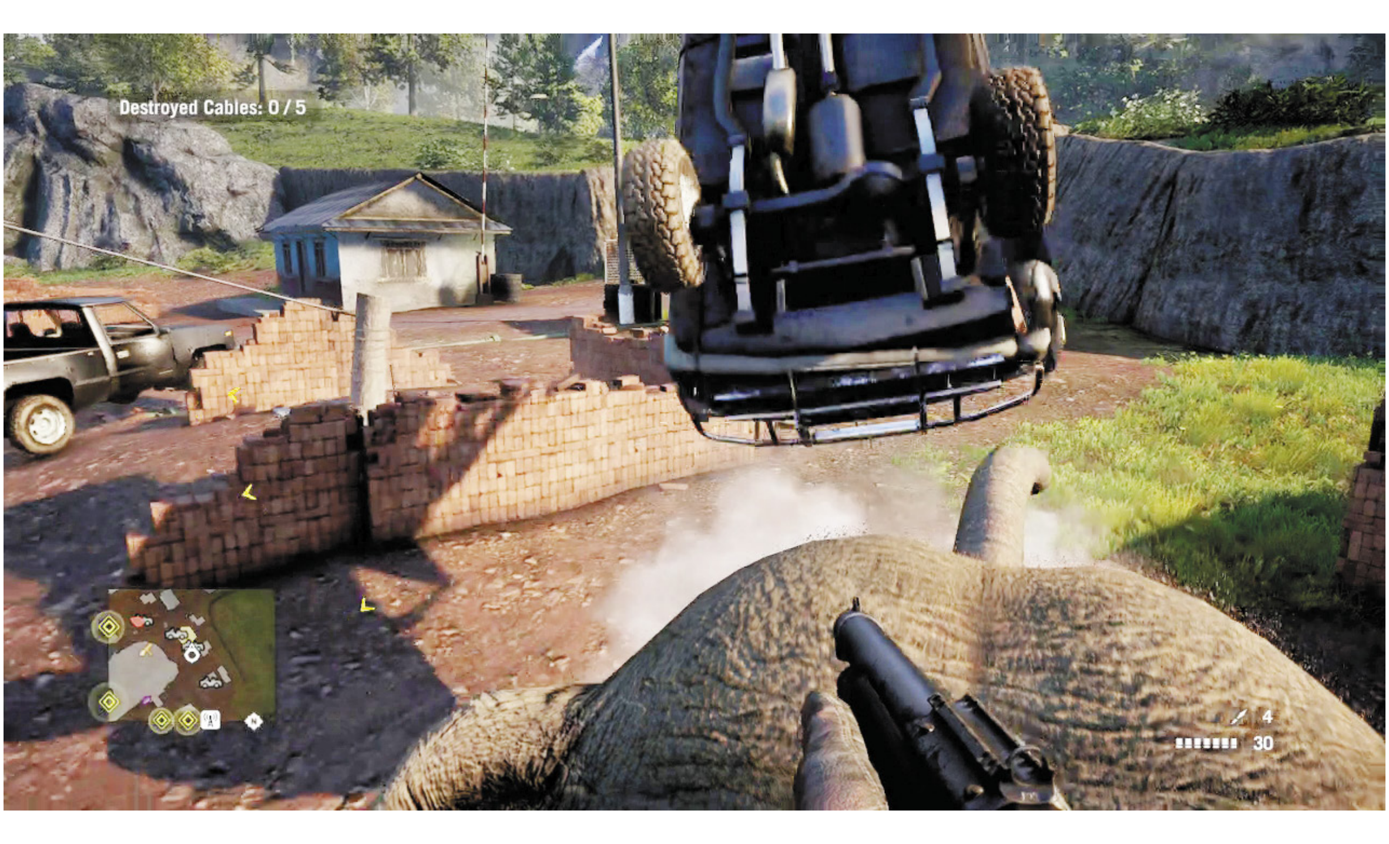
Start as always, by sniping the snipers with a silenced rifle. You can do this from the starting spot if you like, but be careful to do it so the first sniper's body falls out of the other's view, so the still-living sniper doesn't sound the alarm before you get to him.

Once that's done, you have options. One solution is to stay right where you are and take down every guard and dog on this side of the compound. As long as the guards in the truck don't see your target fall, they're remarkably unlikely to notice the corpse. Then it's a simple matter of working your way counterclockwise around the factory, sniping the alarms first and then any defenders, starting from the outside in. When the truck rolls by, decommision it with a Molotov, grenade, mine, C4, or anything else that goes "boom.

TIP

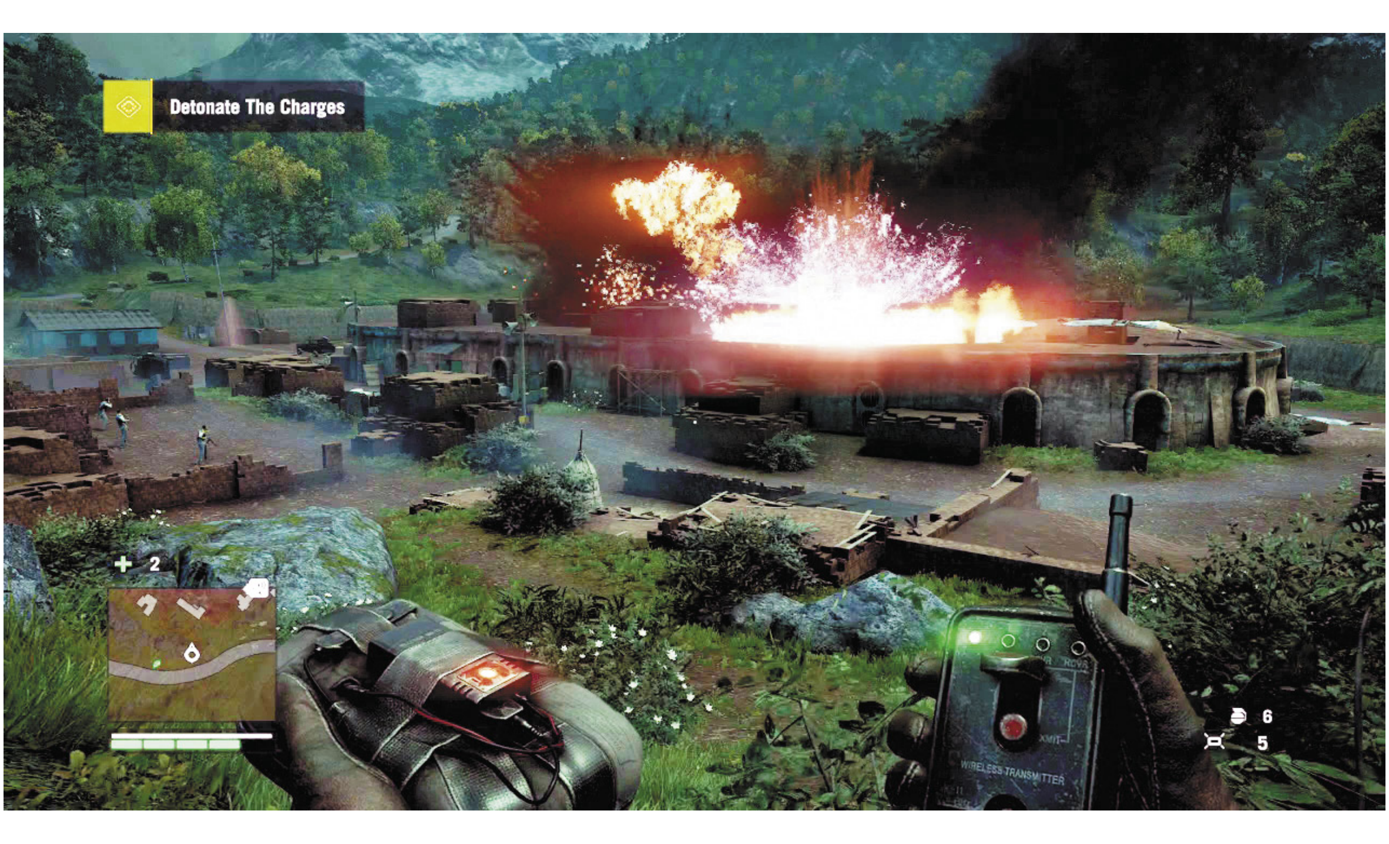
Despite the number of enemies, you can definitely do this mission as a stealth operative. We'd suggest starting on the west side, where a couple takedowns and a little thrown bait (to attract the guard dogs) can give you a clear path up the ramp to the sniper level.



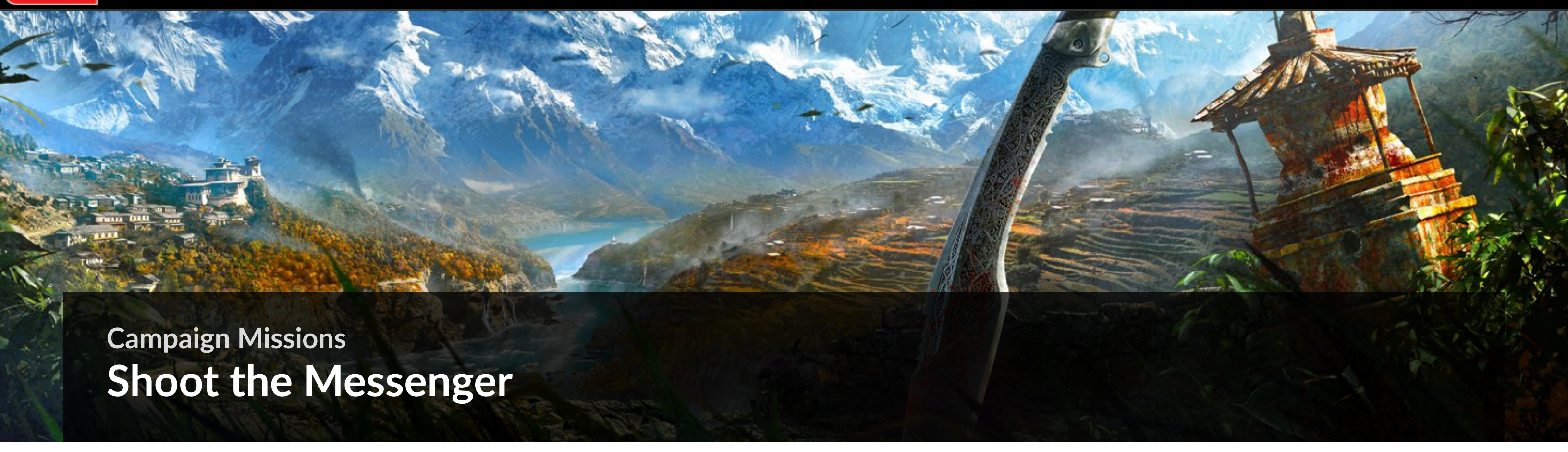


We're going to recommend you let at least one alarm sound, because that will bring reinforcements. . . and that means it's elephant time! Saddle up and point your pachyderm toward the entrance road to the west. Meet each truck with an elephant charge and this battle will be over before it even starts.

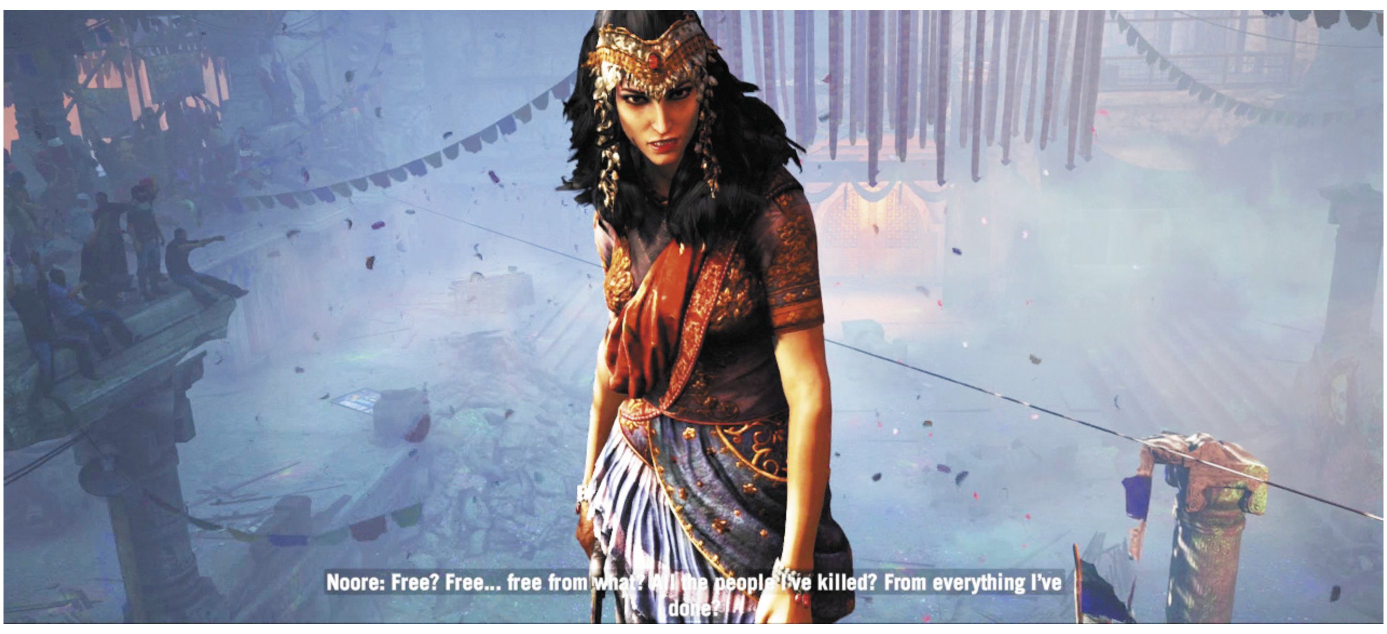
After that, it's a simple matter to charge the elephant over the five cable winches arrayed around the factory's periphery. Then take the ramp to the roof and trunk bash or blow up the smokestack, and drop down inside to finish the job. If you somehow lack an elephant or the skill to ride it, you can take out the cables and smokestack with a moving vehicle, grenades, C4, or the rooftop mortars.



Inside, resistance is thick. It's as if Min's soldiers don't *want* you to reduce the factory to a heap of smoking rubble. Don't bother with stealth—you've got almost a dozen enemies in a space the size of a roadside diner. Just grab a close-quarters

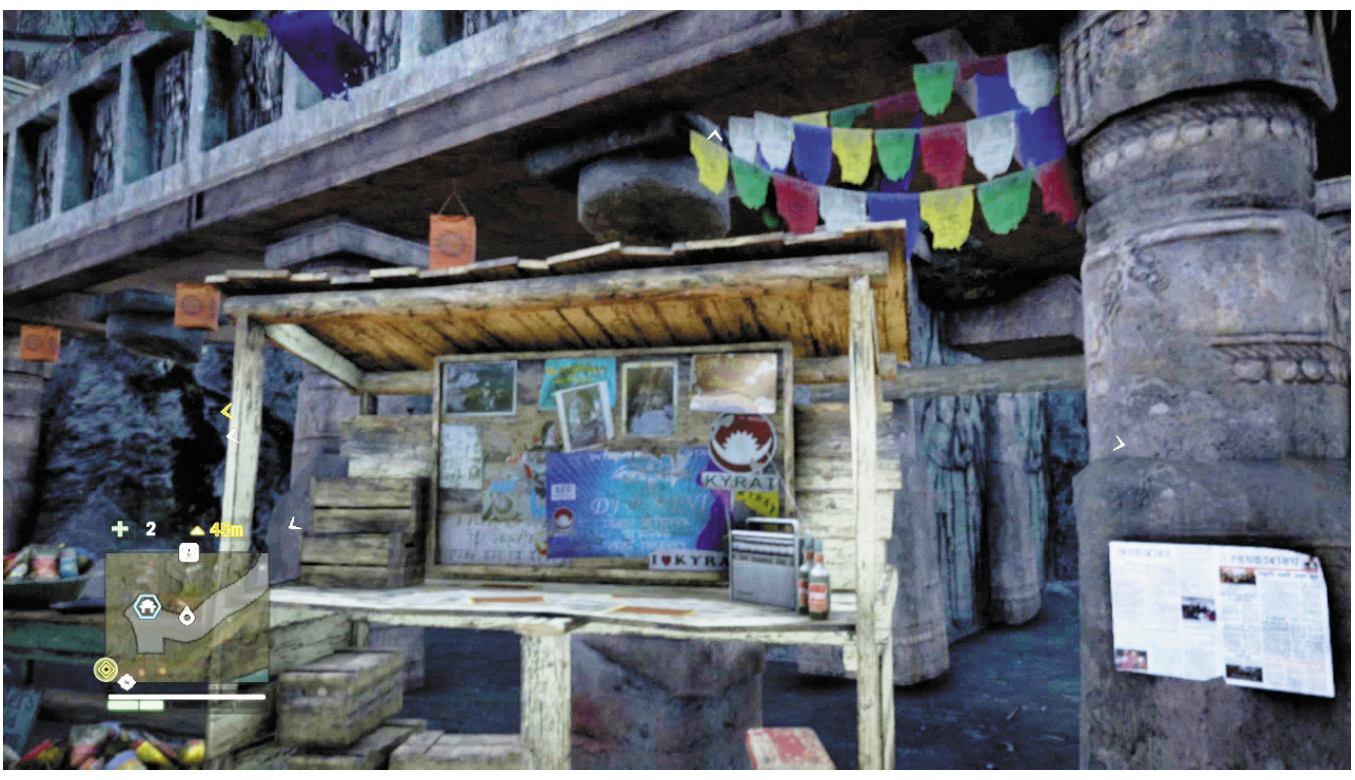


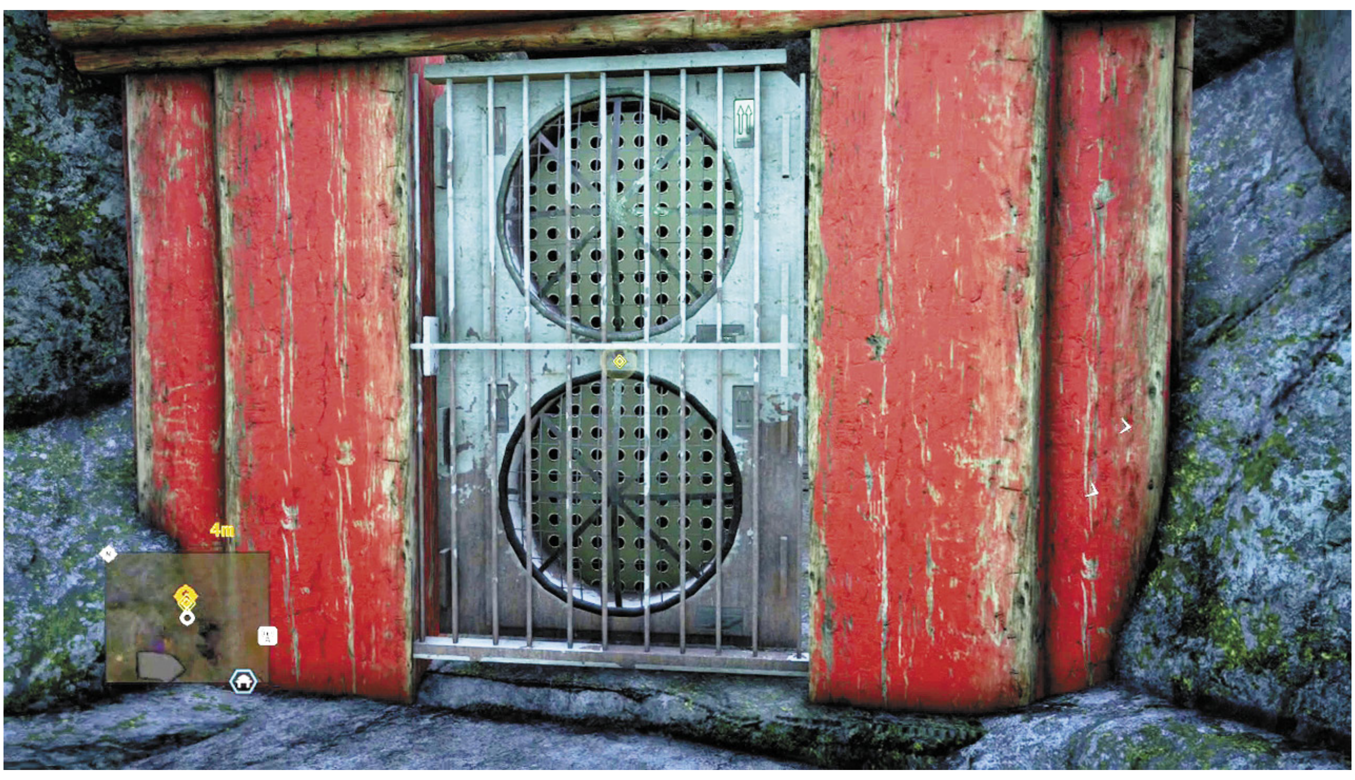
Shoot the Messenger


Noore: Free? Free... free from what? All the people I've killed? From everything I've done?

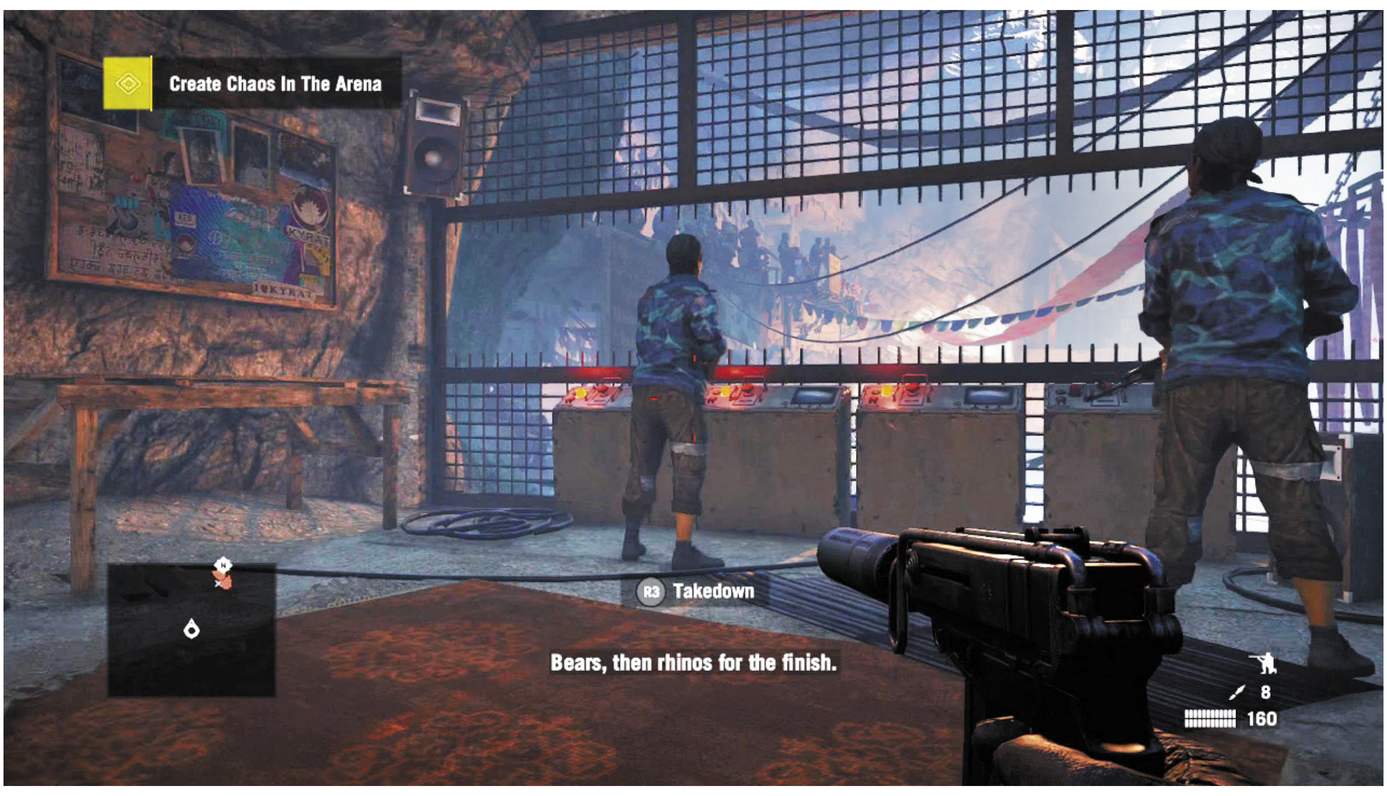
Make your way to the mission marker, grab the poster, and head inside. . . where Sabal and Amita will send you to kill Noore.

Back at Shanath, you can't use the main door to the arena. So look right, directly above the newspaper hanging on the column, to find a grapple point. It and another swing-grapple sequence will put you in front of the air vent. And just like that, you're in.





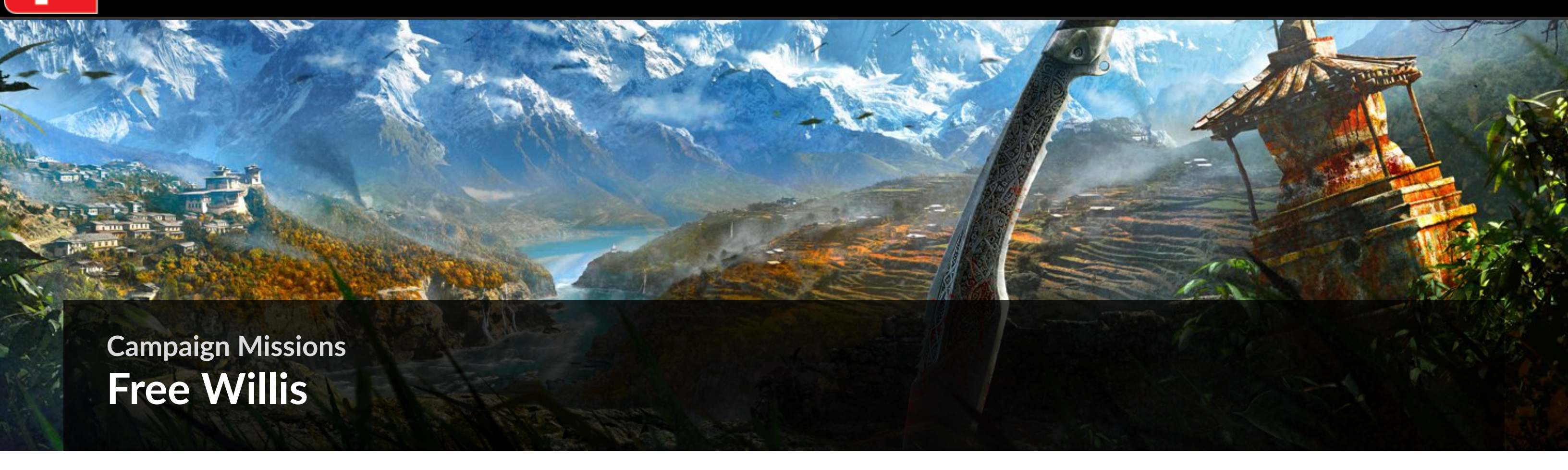
Inside, sneak through the back halls—don't worry, there's no one here to see you—until you reach the control room. Take out the two guards here, then press the buttons to release all the animals at once (tiger, bear, rhino, and wolf). They'll wipe out Noore's gladiators (though you can help if you like).


Create Chaos In The Arena
R3 Takedown
Bears, then rhinos for the finish.
8
160

An enraged Noore, thinking you're just an incompetent employee, will send guards to kill you. Destroy them (there's no need for stealth here) as you make your way to Noore. You might want to free the tigers in the holding area just for fun—though you'd better believe they'll come after you if there are no enemy soldiers around.

When you get to Noore, you could shoot her, but we suggest you wait instead. The "confront" option will play out, and you'll get a memorable cutscene that completes the mission.

Noore: Ajay, where's my family?

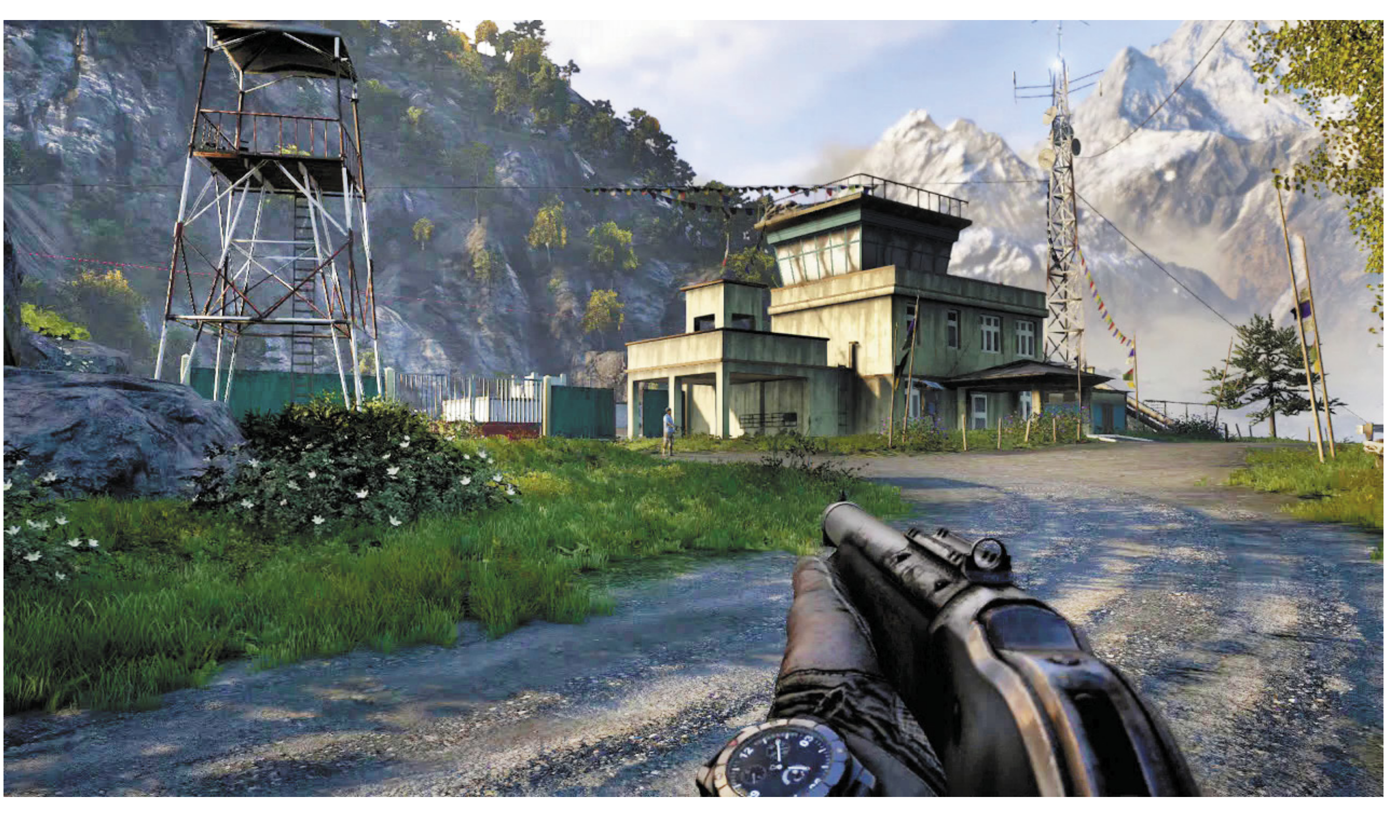


Campaign Missions

Free Willis

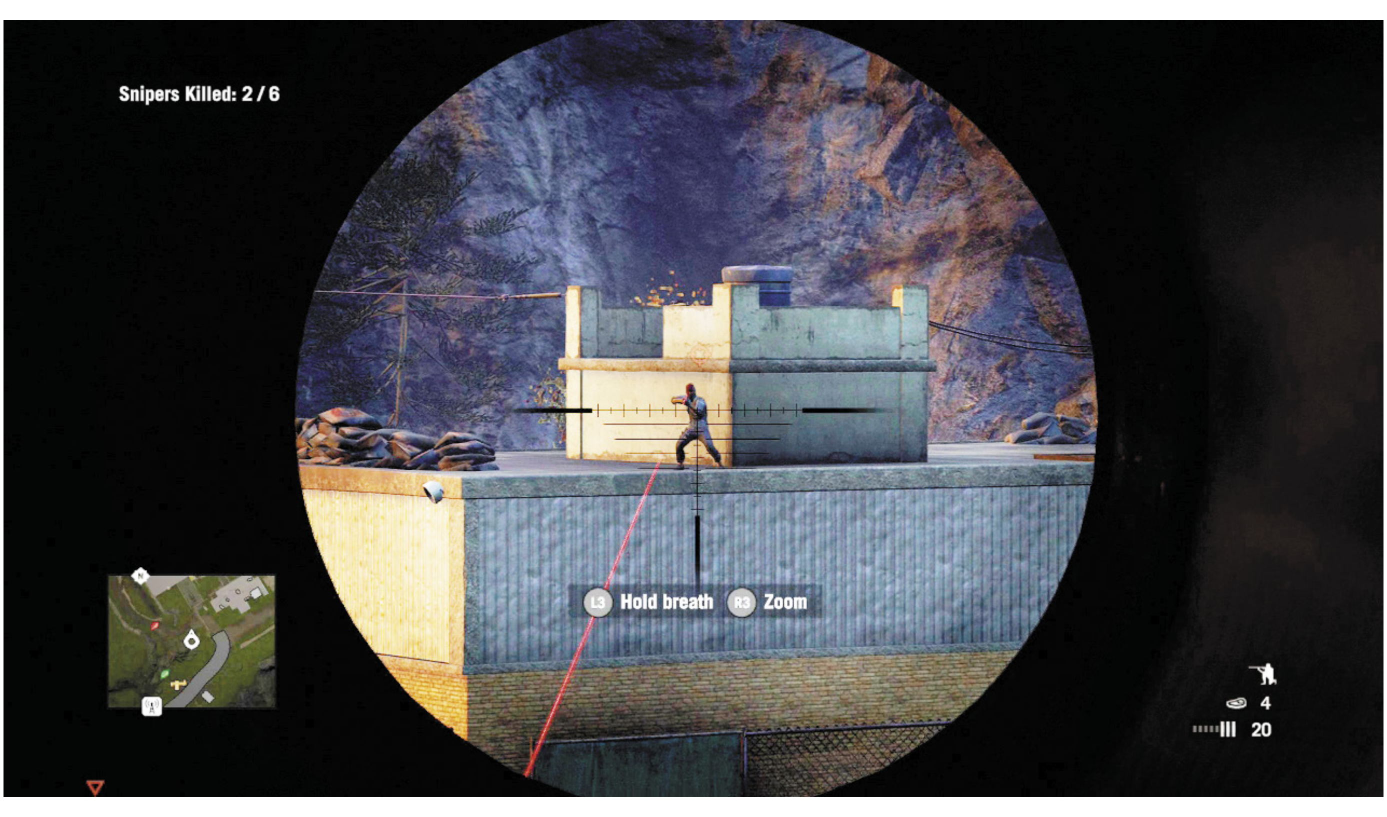
Willis: Everything you need to know about who killed your father is in that file.

A strange W has shown up on the map. Let's go check it out. And bring your sniper rifle. And your rocket launcher.



TIP

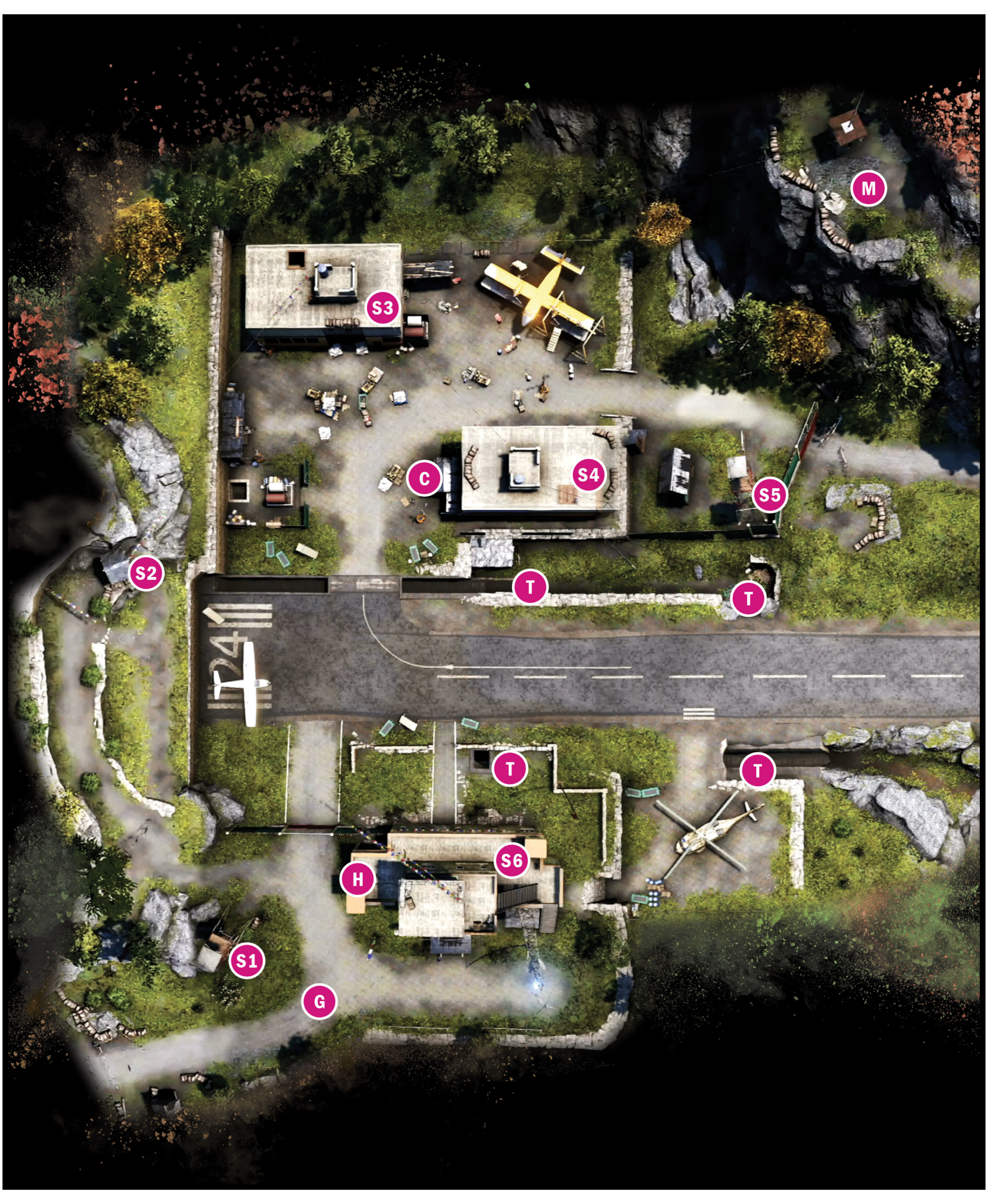
This mission is much easier to complete during the daytime unless you have an illuminated sniper scope. Also, a silenced sniper rifle or other ranged stealth weapon (bow, Auto-Cross, even throwing knives) will greatly facilitate the death-dealing.



As you approach a set of ramshackle structures (one of which has a poster), you'll get a call to meet someone named Willis at the airport.

Approach the airport carefully—you need to take out six snipers without anyone seeing you, and the first is in a tower just to the left of the front gate.

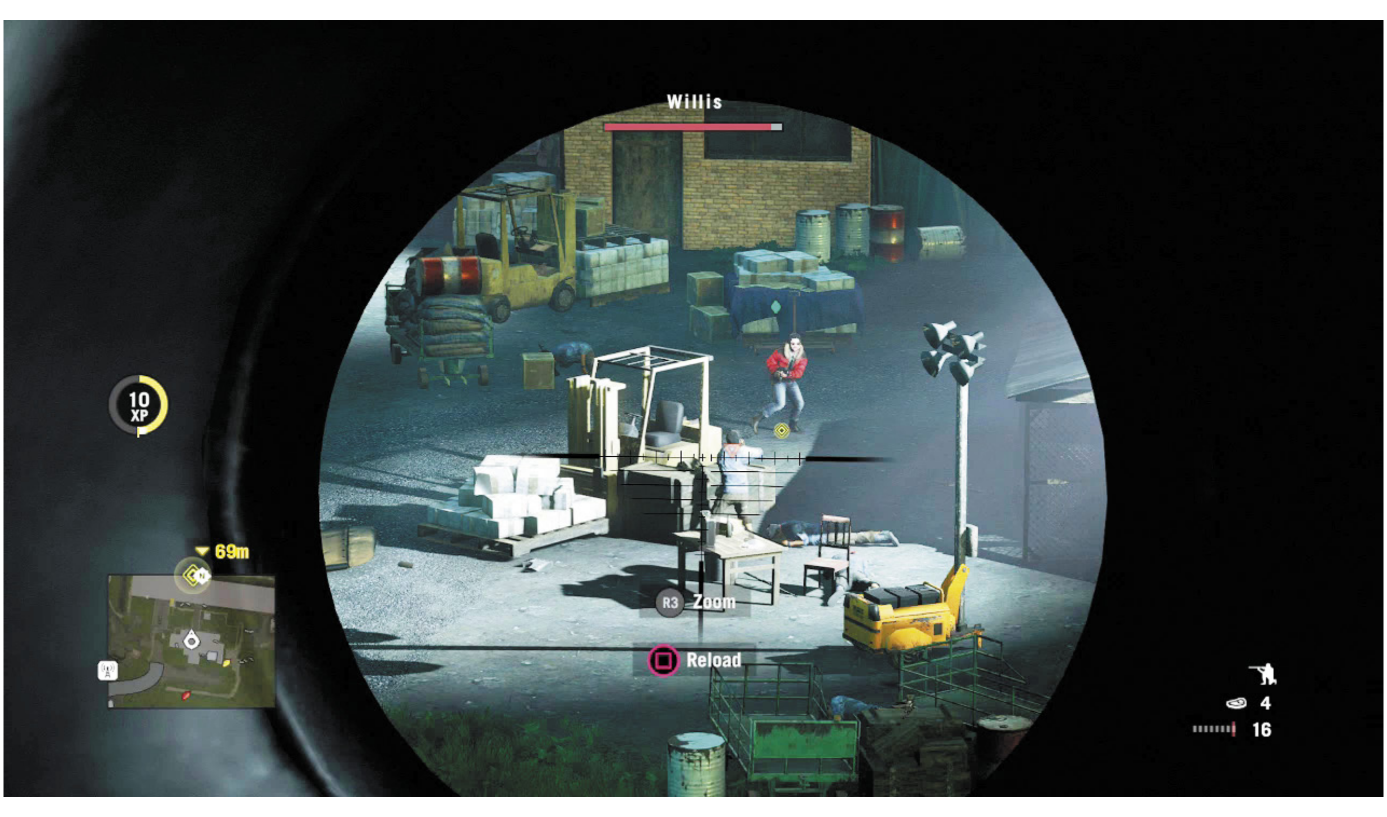
Blast the sniper, then his little ground-bound support staff in the parking lot. Four more snipers are arrayed on the main airport tarmac, which you can see by either peeking through the fence or climbing the now-vacant sniper tower. Take them out in any order you like, but do not shoot any of the ground crew near the planes.



Airport

G	Guards
M	Mortar
S1	Sniper 1 (in tower)
S2	Sniper 2 (in tower)
S3	Sniper 3 (on roof)
S4	Sniper 4 (on roof)
S5	Sniper 5 (in tower)
S6	Sniper 6 (on roof)
C	Commander
H	Hide under first-story roof to avoid mortar fire.
T	Entrances to tunnel under runway.

The final sniper is on the roof of the yellow control "tower" right next to you, so creep around the base of the structure until you can get a clean shot on him. Then head up the control tower and follow Willis's instructions.



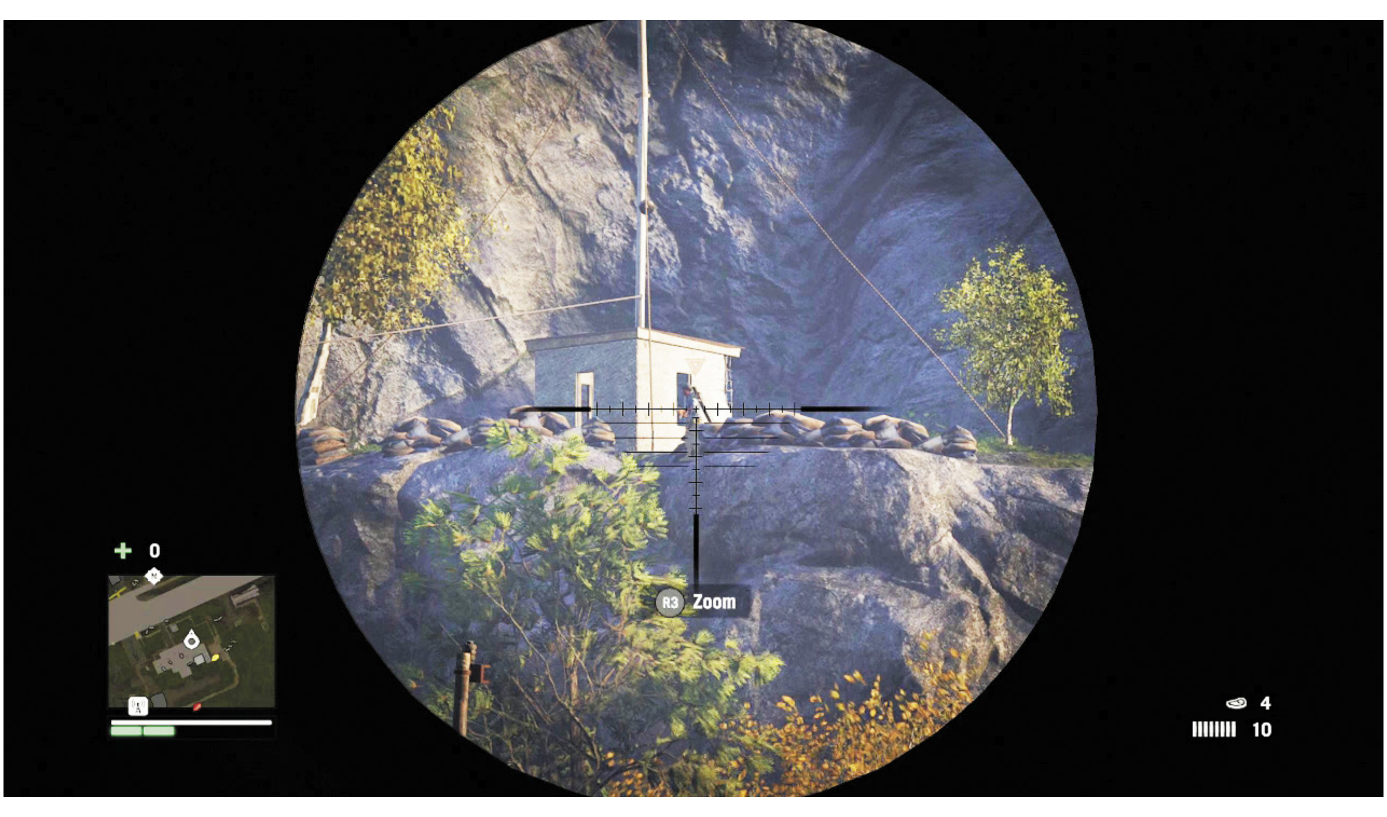
TIP

Believe it or not, you can take the snipers out by hand if you so desire. Start with the sniper on the control tower, then work your way around the area clockwise, sticking to the high walkways that ring the airport tarmac.

After the cutscene, do as Willis says and provide cover fire for him when his meeting inevitably goes sour. This can be tricky, because he can meander and his warnings about where the enemies are coming from aren't always precise. In his defense, he does have a lot going on at the time.

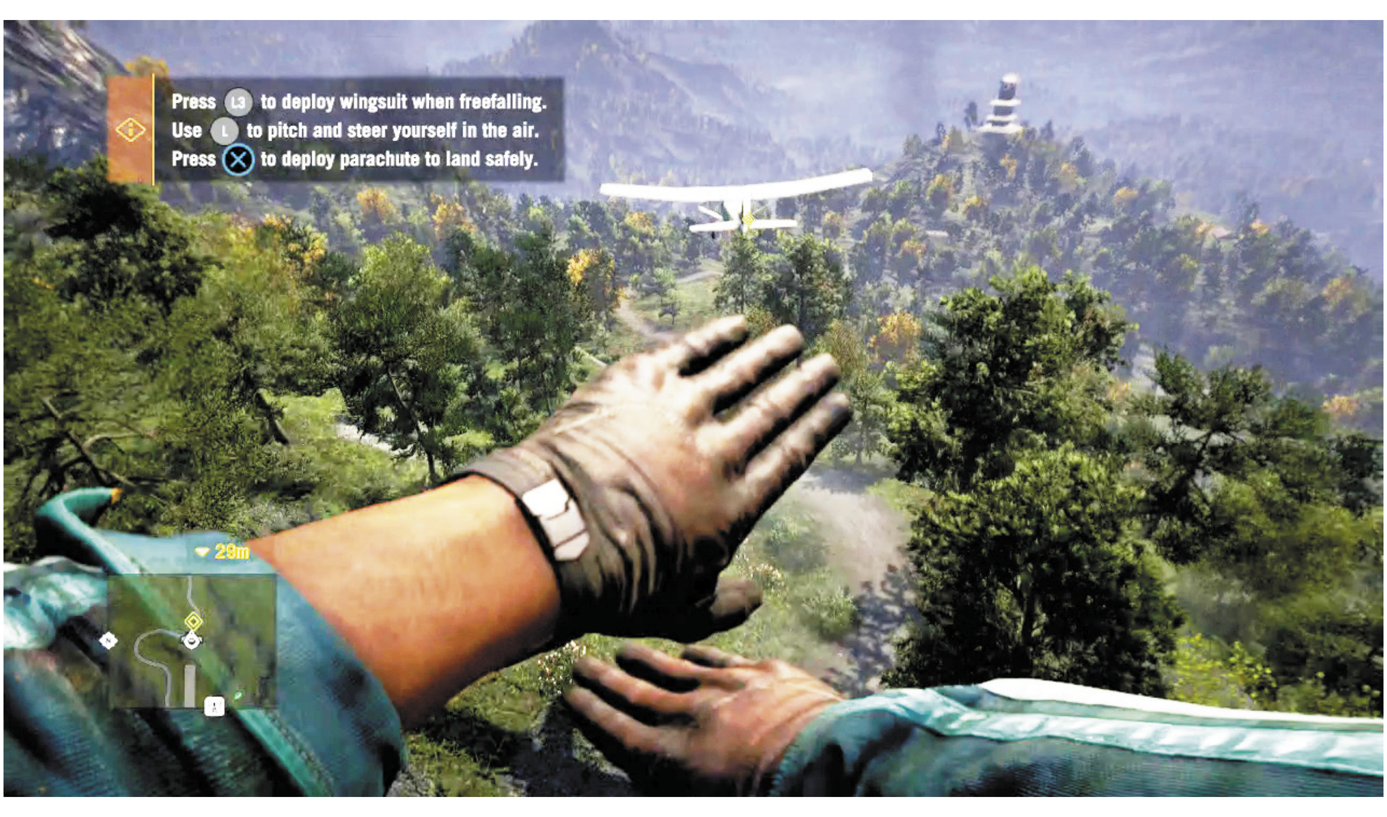
When the helicopter arrives, get off the roof immediately (even if you have a rocket launcher), because if the chopper's big gun doesn't get you, the mortar fire the enemy is about to blanket the roof with definitely will.

Once you've found cover (the ground-level overhang on the west side of the control tower, for instance), the mortar should lose track of you. Now's your chance to snuff the mortar operator. He can be hard to locate, but you'll find him in a little shack halfway up the cliffs to the extreme northeast.

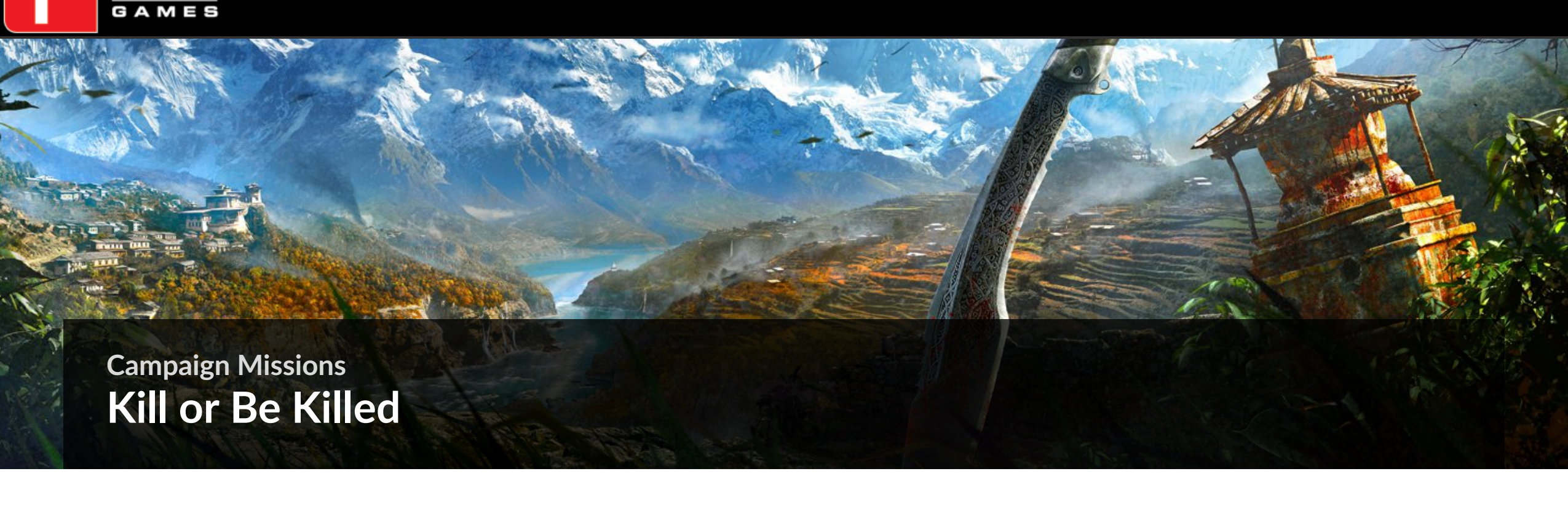


Snipe him out, but be aware this will trigger the spawning of a few more guards, including one with a rocket launcher. Wipe out the remaining enemies. Once everyone is dead, Willis will come out of the warehouse.

After all this, the mission isn't over. There's one more thing to do. Just watch the cutscene, follow the instructions on screen, and . . . .

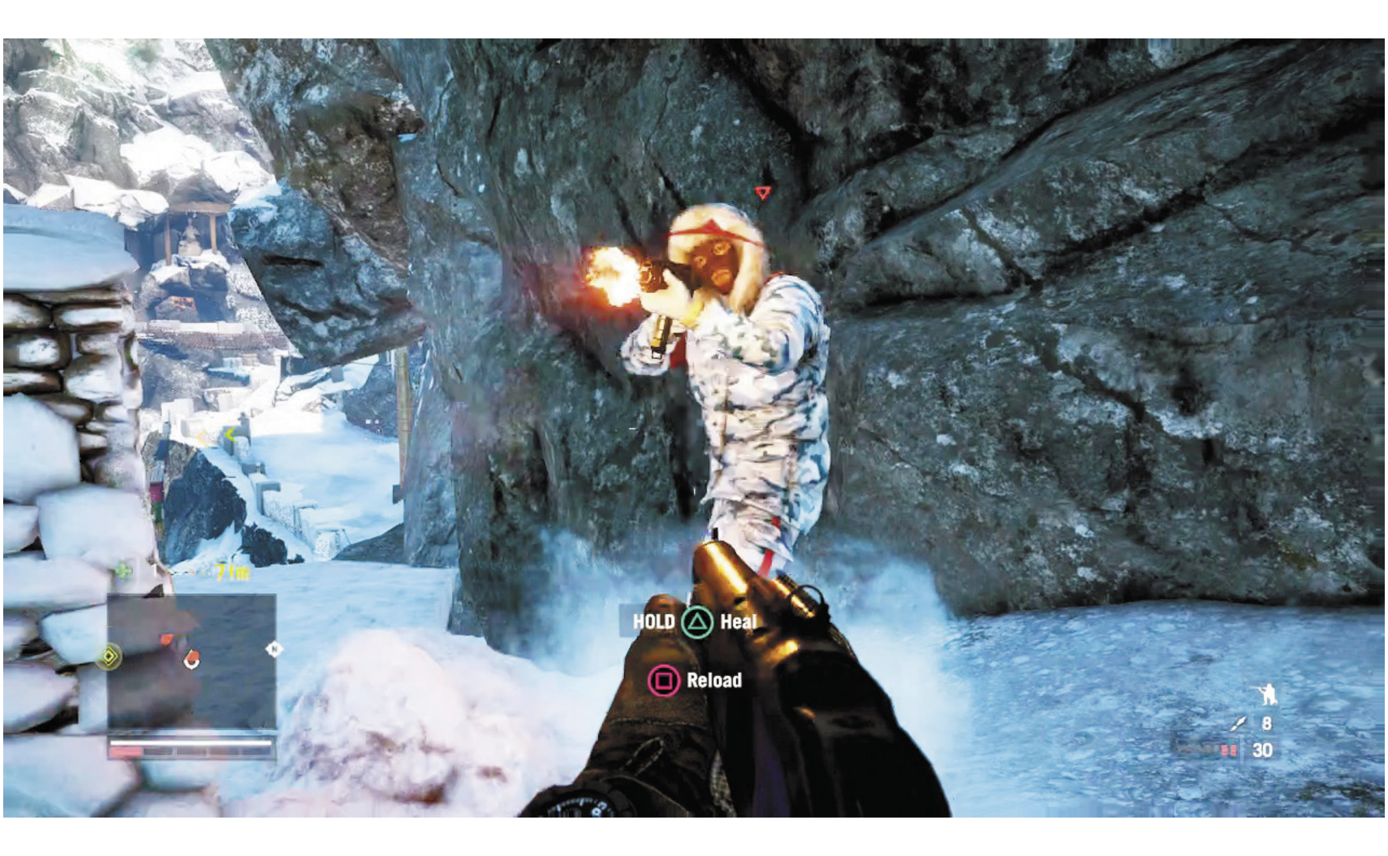

Press L3 to deploy wingsuit when freefalling.
Use L to pitch and steer yourself in the air.
Press ⊗ to deploy parachute to land safely.
29m

This part can be as tricky as it is cool. Like the glider, the wingsuit doesn't gain altitude well, so only dive if you really, really mean to. And don't oversteer. After you've caught up with the plane and showed off some very quick midair thinking, you'll land and get a call from Willis that ends the mission.



Campaign Missions

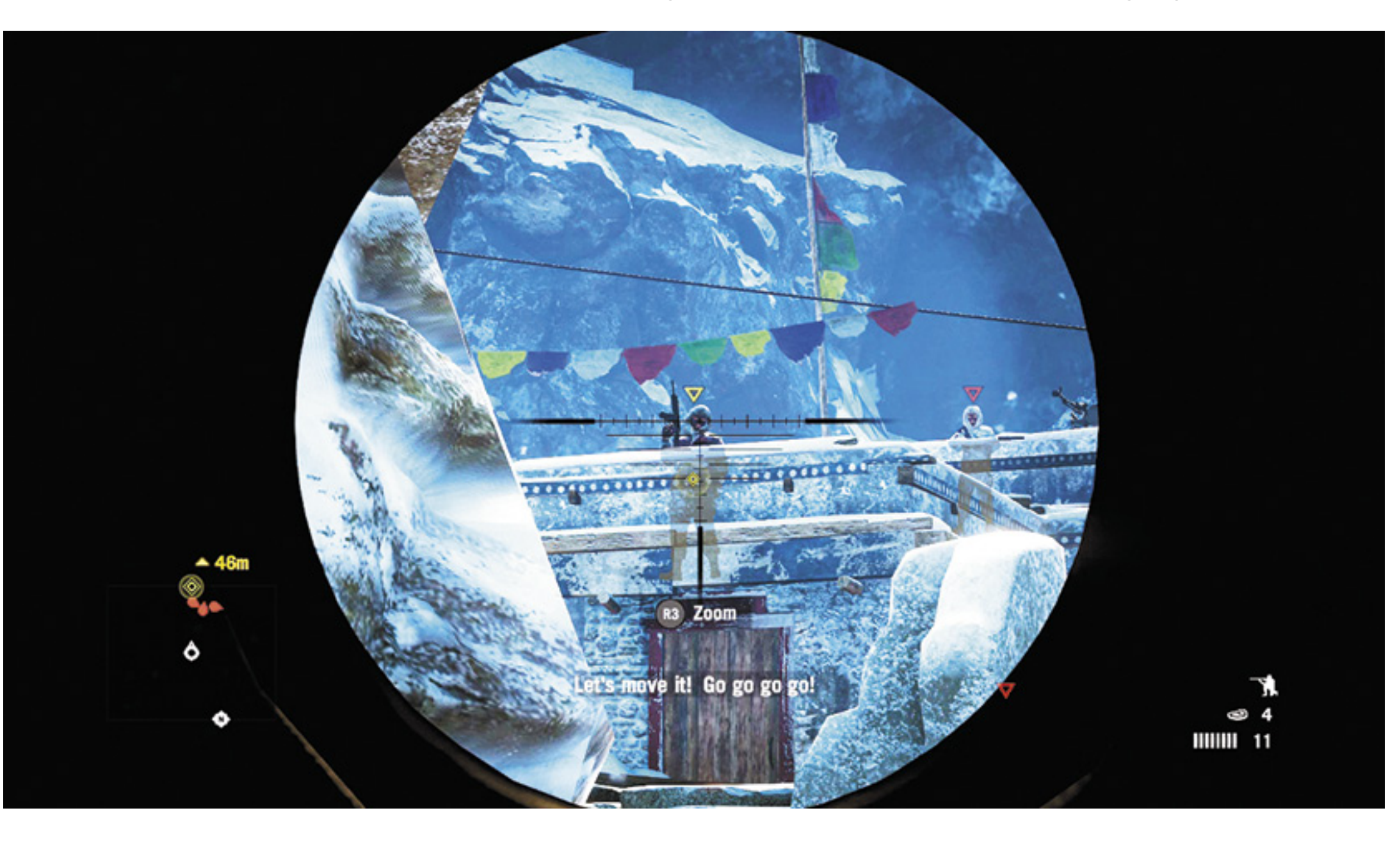
Kill or Be Killed



Your previous job for Willis produced more questions than answers, but the guy knows things about your parents. So go ahead and track him down at the airport, where he may actually be living in his plane.

After a cutscene in which Willis does his usual talk-a-lot-but-say-nothing monologue, you'll find yourself in a deserted mountaintop town overrun by forces under the command of Yuma, the leader of Min's armies.

Your task is to take out Yuma's lieutenant. And there he is, right on the roof in the central area. This is going to be easy!

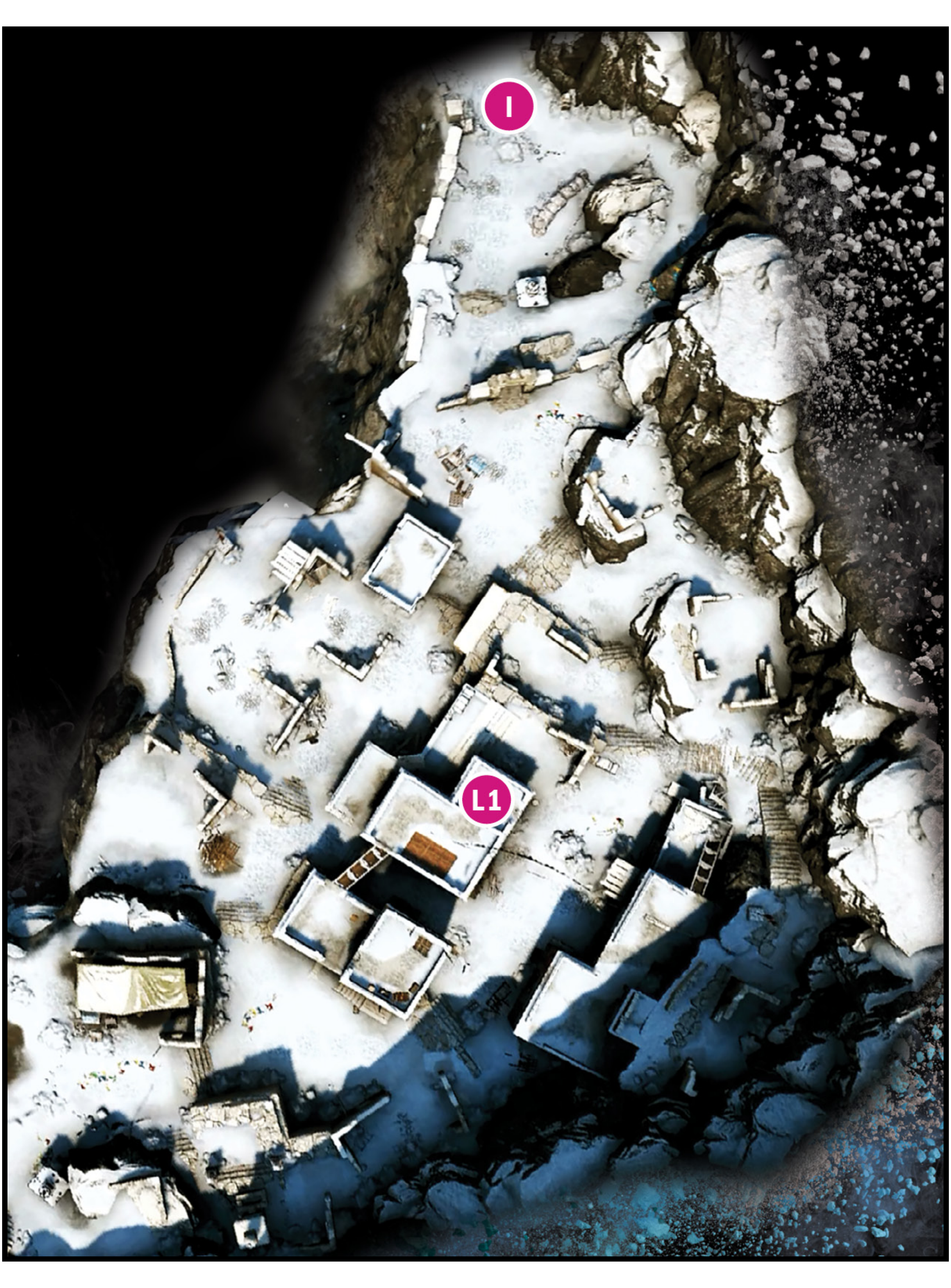


No, it isn't.

Willis doesn't call this one out as a stealth mission, but you could nonetheless play it as such by skirting around either the east or west edges of the map.

NOTE

Stealth takes patience in this space, to be sure. On the other hand, things escalate quickly once you're sighted, so there's a strong up side to keeping things sneaky and shadowy.



Akaash Monastery: Entrance

I Insertion point

L1 Lieutenant

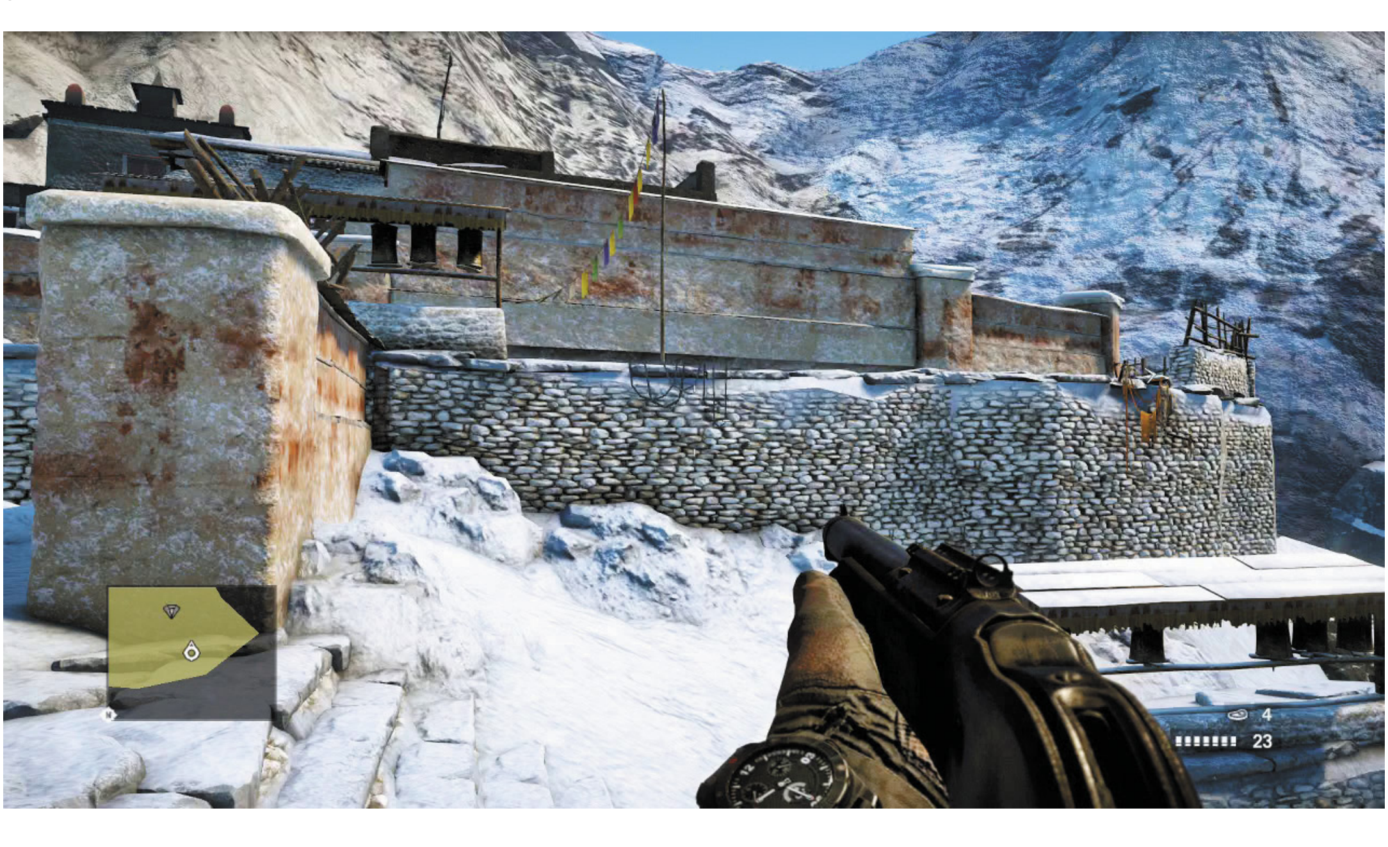
When you send Willis a picture to verify the kill, he'll tell you it's the wrong guy. It's an easy mistake, considering everyone here is covered up to his eyeballs in arctic camping gear.

L2 R2 ZOOM TOGGLE INTERFACE PUT AWAY L1 LEGEND CALL GUNS FOR HIRE: 3

You sure it's not the right guy? Sure looks like him to me . . . .

Move up the narrow mountain path, mowing down the goons you encounter, and go through the large red door.

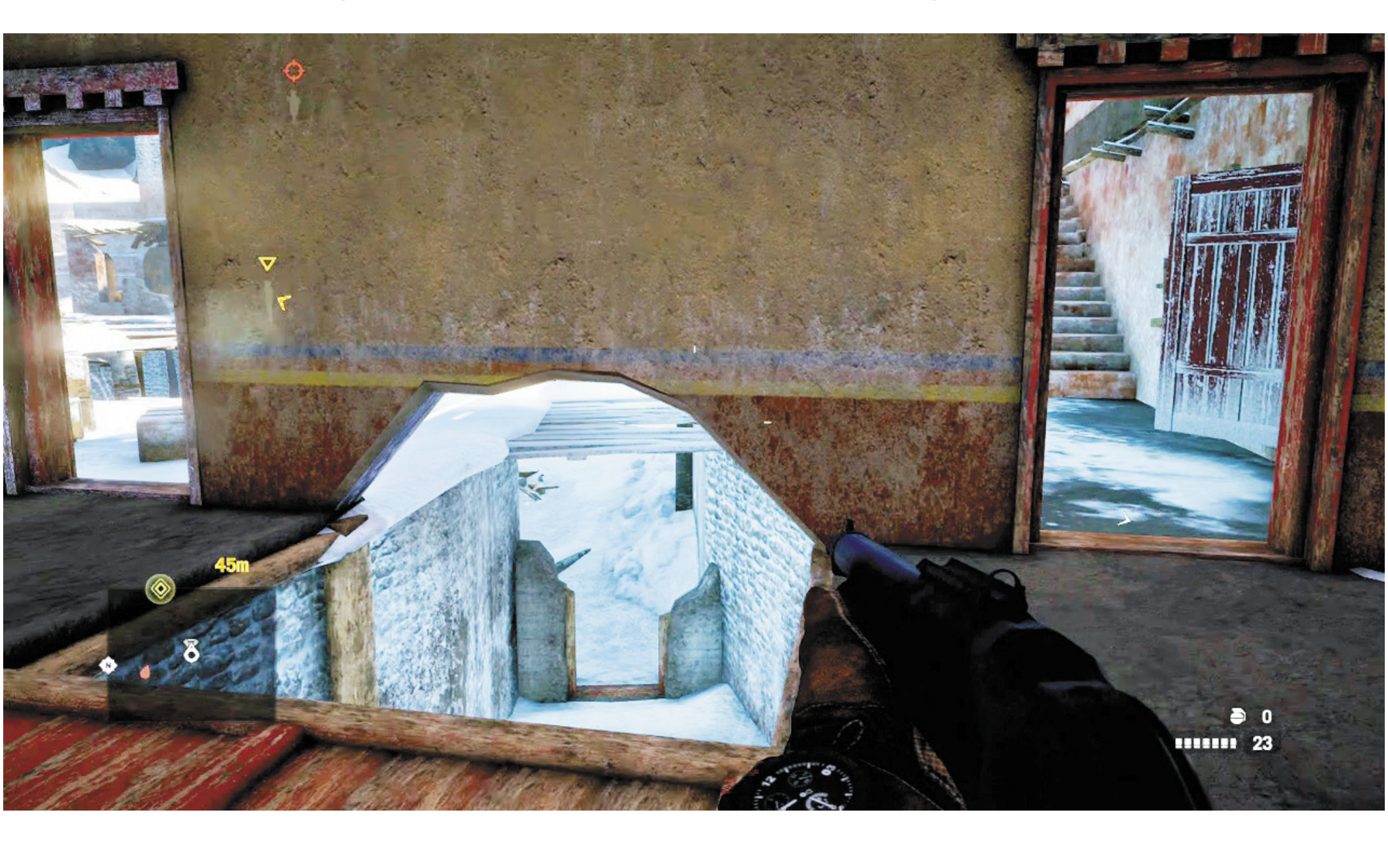
Instead of walking up the stairs, creep forward until you can tag the nearby guard and the sniper in the distance, then use the grapple point on the wall.



Up top, veer right, around and into the building. From here, you can scout the open space beyond. Take special note of the yellow-tagged lieutenant and the two snipers over his head.

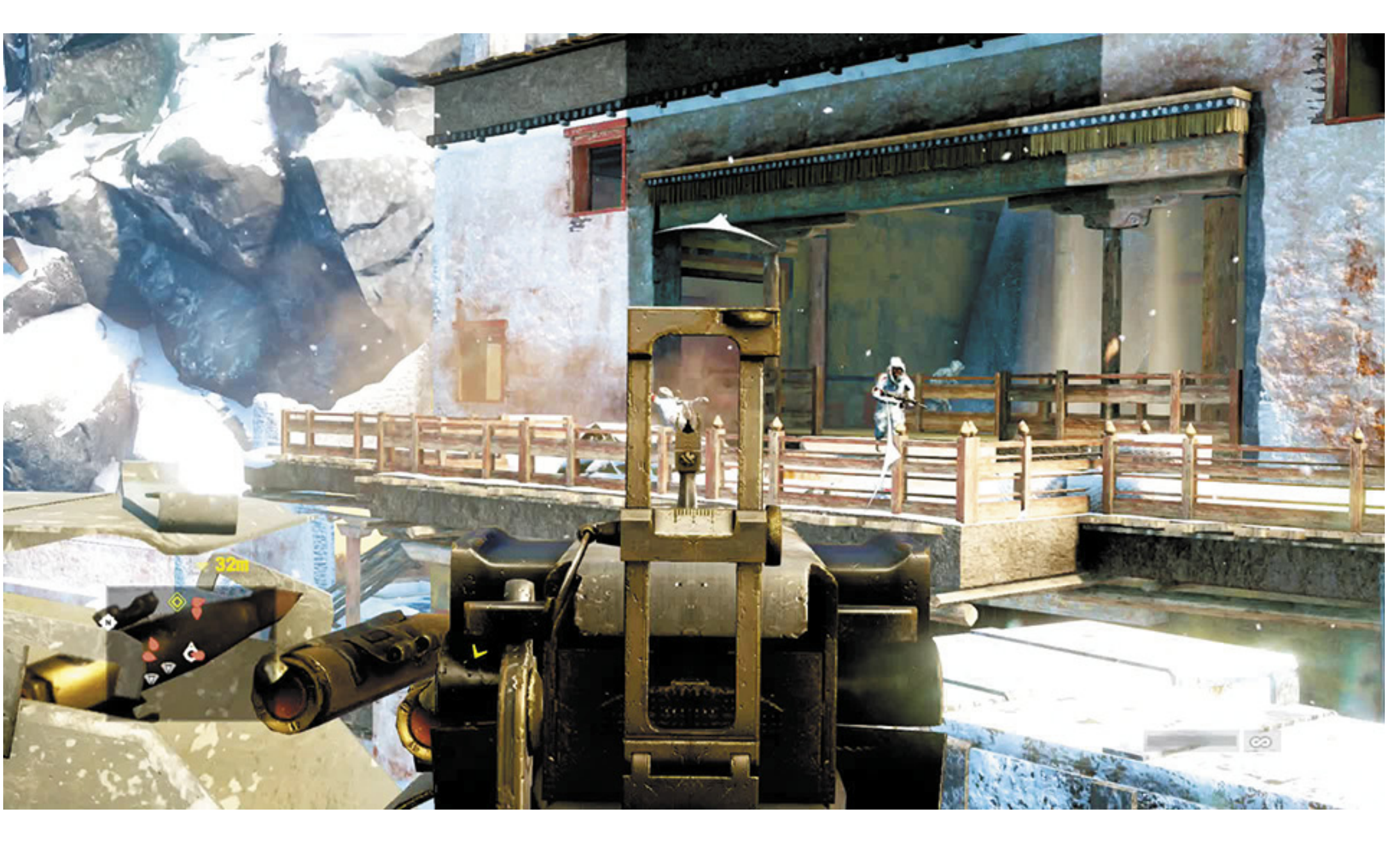
A trench leads out from this house, enabling you to sneak all the way across the courtyard, past a mortar operator who can be taken out quietly, into the main building, and up a ladder to the sniper's perch.

Better yet, instead of the trench, take the upward stairs into the building next to it. You'll find a lone guard, an ammo stash that includes a rocket launcher (which you'll want), and easy access to the sniper level (and a mounted machine gun) in two different places. Sneak up and stealth-kill the guy on the gun, then drop his body down into the room, then stealth kill the lieutenant. Search his body to get the key, then take down the sniper and one other guard on your way to the door.

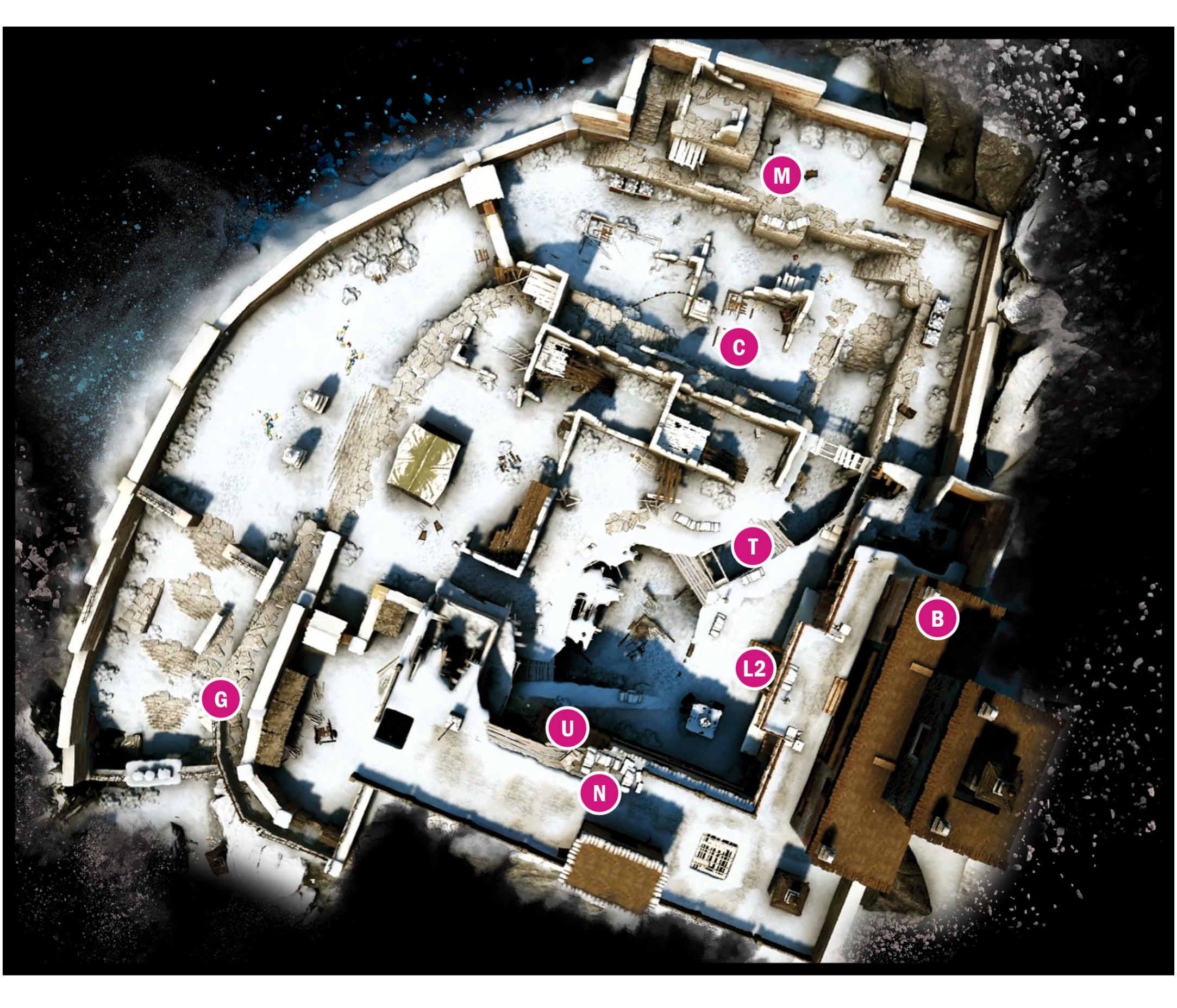


Decisions, decisions. The stairs on the right give great access to the roof, the trench in the middle leads to the mortar, and the doorway on the left is the quickest way to start a gun fight.

Eventually, odds are you'll get spotted. When that happens, one guy runs to the mortar, another guy runs to the mounted gun, and a helicopter swoops in, just in case things weren't chaotic enough. Hole up on the top story of the main building (the northeast room is particularly easy to defend) and prepare for war.



It's more exposed to return fire, but the roof-mounted gun is another option. It can even take down a helicopter.



Akaash Monastery: Interior

G Grapple point up to avoid central courtyard.

M Mortar

N Machine gun nest

T Trench

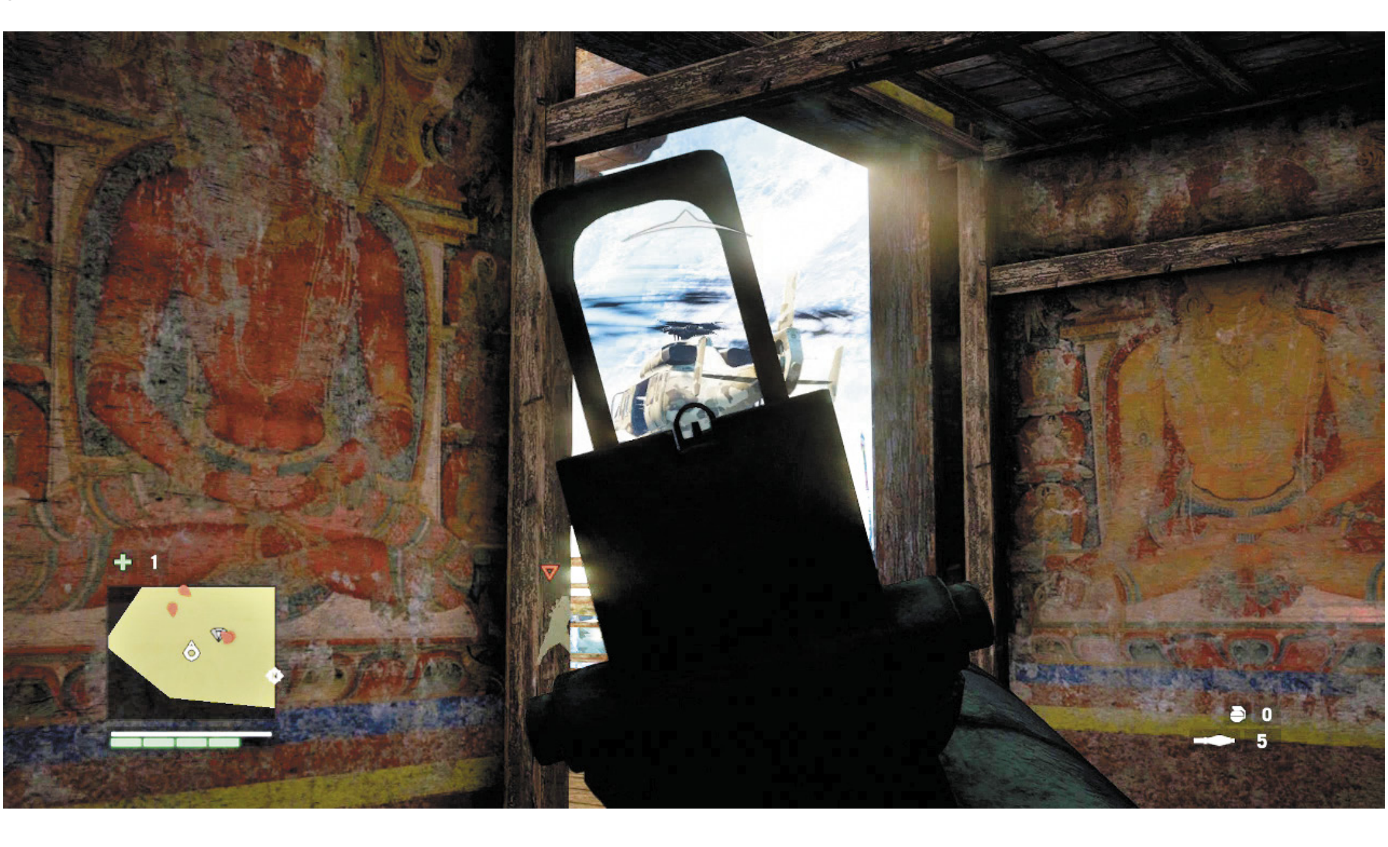
U Stairs to room with rocket launcher and roof access.

B This small third-story room offers an excellent place to hunker down and withstand the enemy siege.

C Courtyard. Plenty of weapons lay waiting to be claimed here, if you can withstand the crossfire.

L2 Lieutenant

If you have a rocket launcher, the helicopter is an easy kill from this room. If not, no worries. You'll just have to kill more ground forces.

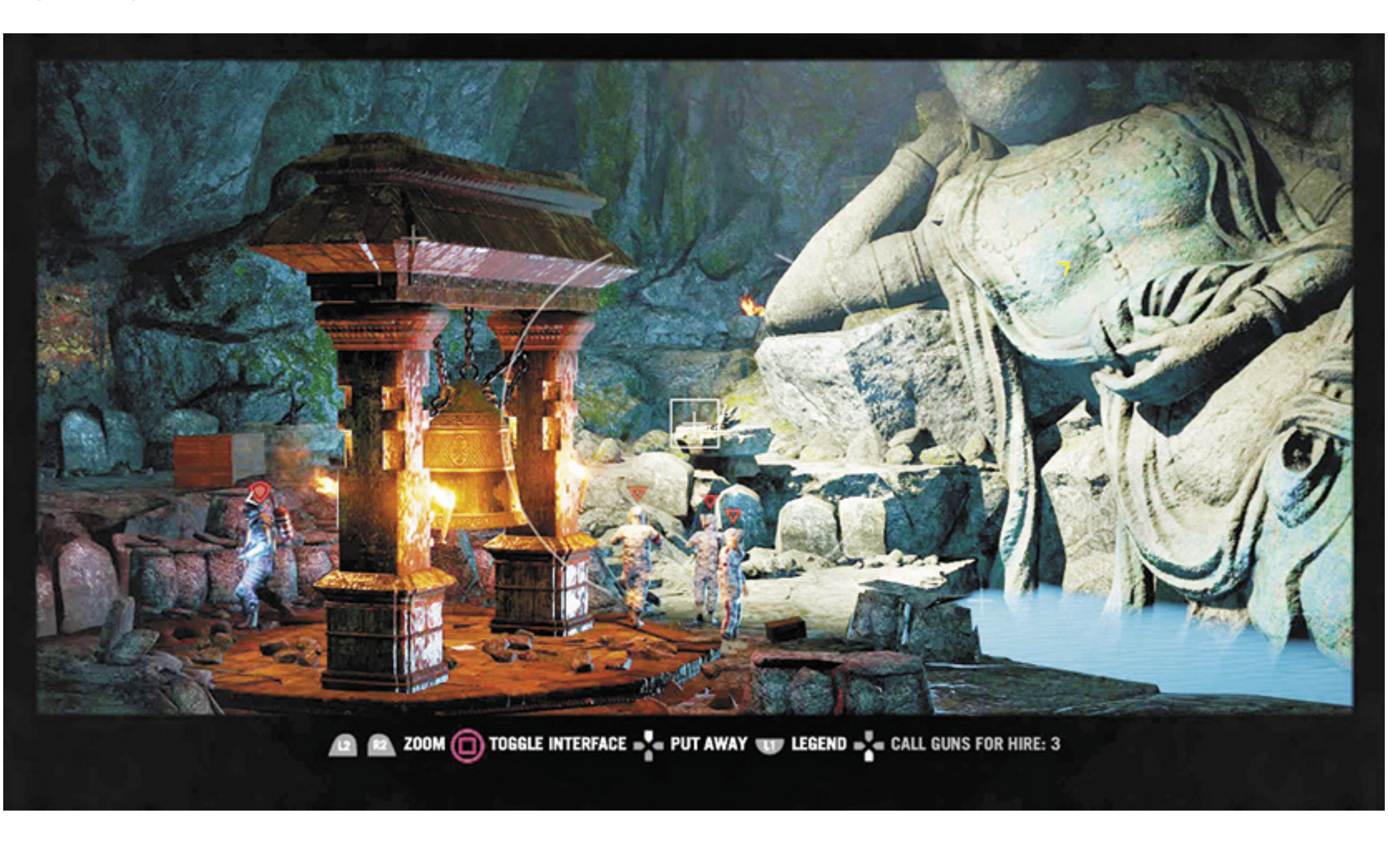


When you can RPG-kill a helicopter without stepping outside, that's good cover.

Start with the mortar, located in the north corner or the courtyard. Once its operator is down, remove any other enemies on this side as well. This will make sure you can heal and regroup without anyone from that direction chipping away at you.

Once that's done, focus on whittling down Yuma's men. Keep your shotgun handy for anyone brave and stupid enough to come to you, and beware the mounted gun on the rooftop to the south. It's a grinder. If you'd rather roam the battlefield, you'll find the courtyard littered with weapons like the BZ19, a sniper rifle, and two more rocket launchers. Stick to the edges here, to avoid getting caught in an unexpected crossfire.

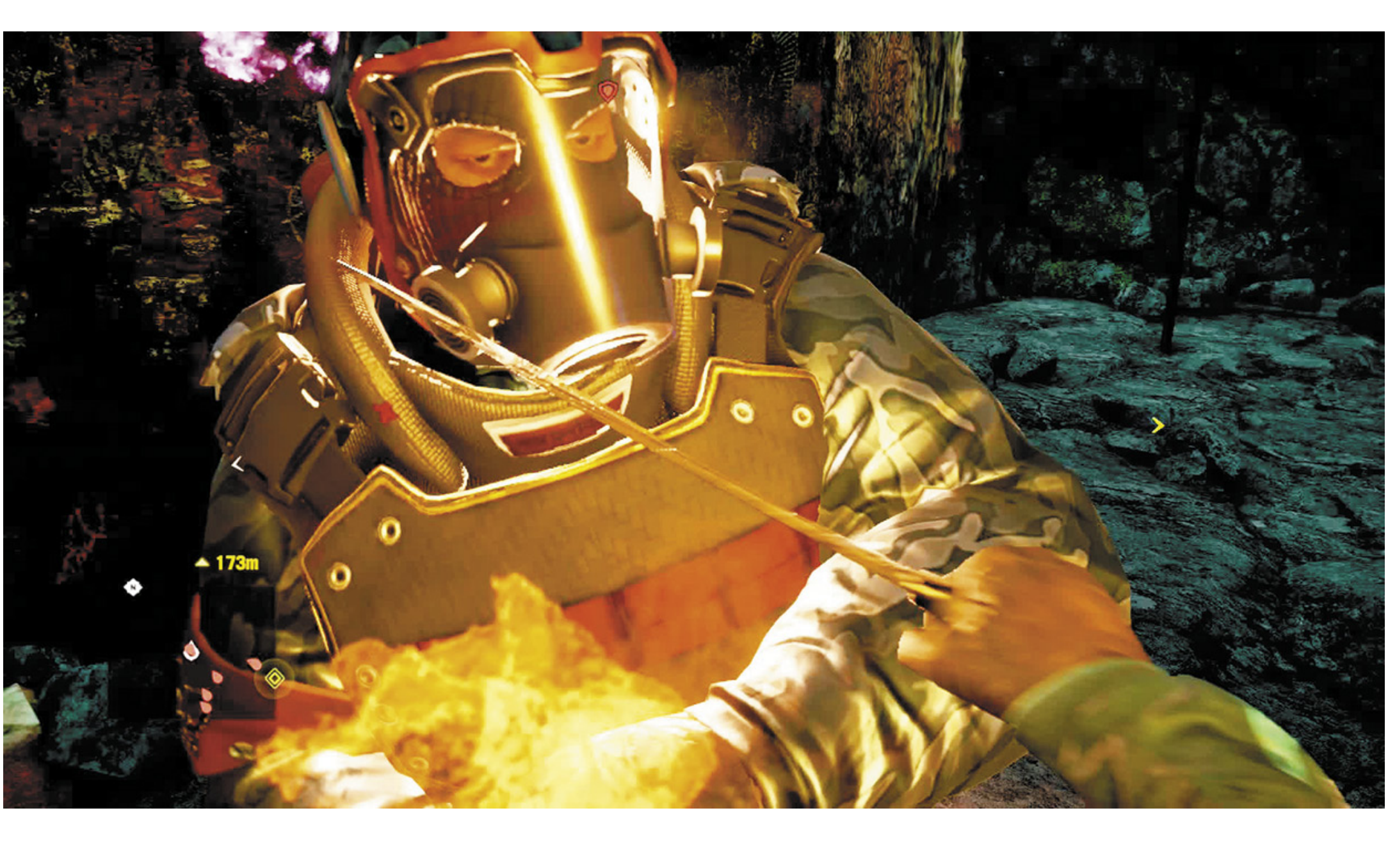
Once you've calmed things down a bit, you're ready to put the next lieutenant on ice. And . . . he's another red herring. Time to go through another set of doors . . .


L2 R2 ZOOM TOGGLE INTERFACE PUT AWAY L1 LEGEND CALL GUNS FOR HIRE: 3

. . .and arrive at an archeological dig. That's an unexpected change of scenery.

The game tells you to find a way through this area. And yes, "spray the whole damn place with bullets" is a viable "way through". However, you could also jump into the water, swim right to the platform (look for the underwater passage), then sneak up the stone steps to your right. The solo guard at the top of the stairs is an easy takedown.

The tunnels beyond will require a little more care if you want to remain stealthy, but as long as you watch out for the heavy flamers, nobody here can hurt you if you slip up and blow your cover.



In tight quarters like this, heavy flamers can be devastating. So resist the urge to taunt these bruising firebugs just to see their flamethrowers at work. If one does see you, shoot the tanks on his back.

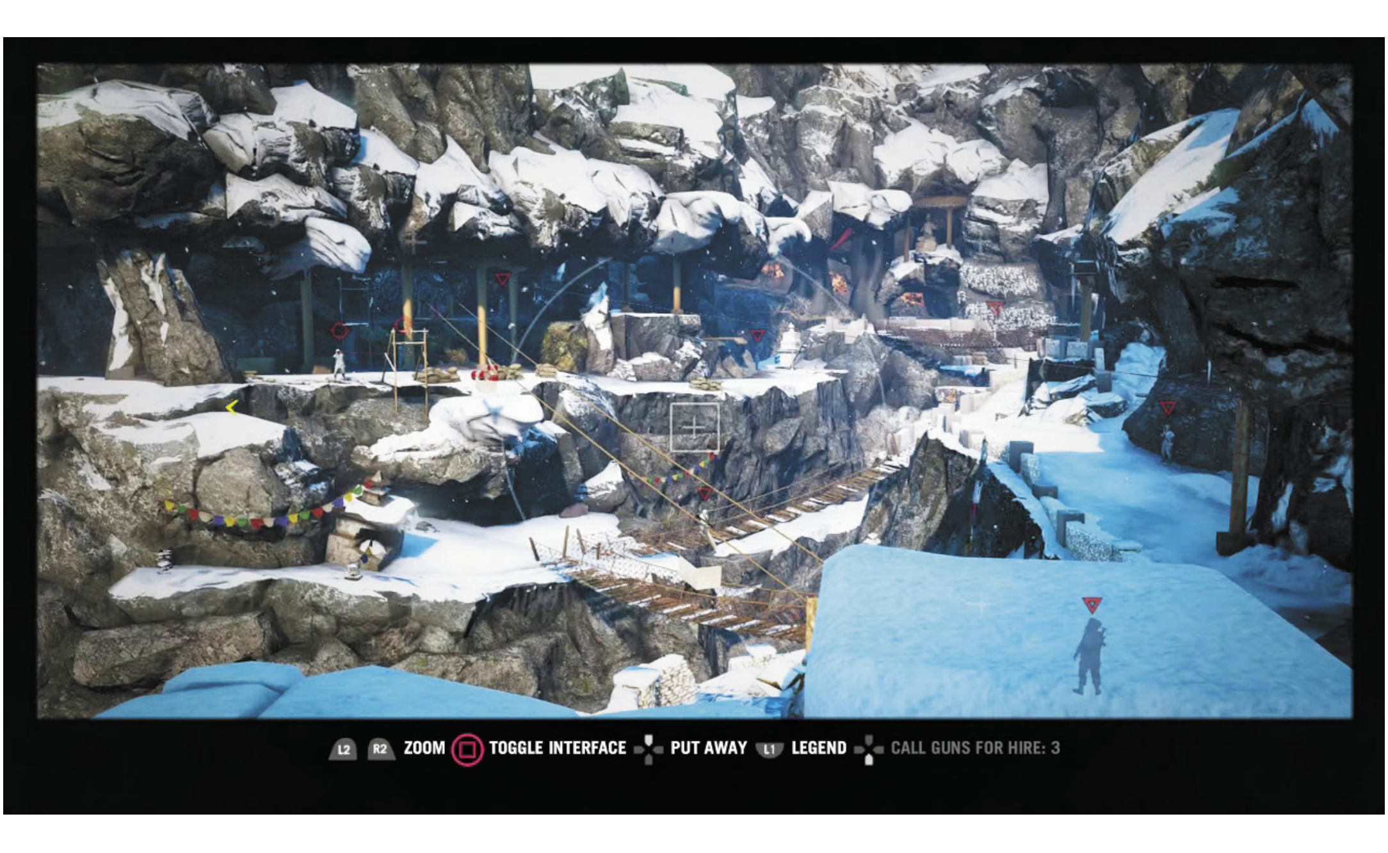
178m
Reload
6
267

You'll know when you've hit a heavy flamer's fuel tanks.

TIP

If you don't have a flamethrower yet, this is a great time to grab one. Just don't discard your sniper rifle to make room for it.

Eventually, the winding tunnels will dump out into a multi-tiered valley crisscrossed with wooden walkways and packed with Yuma's men.

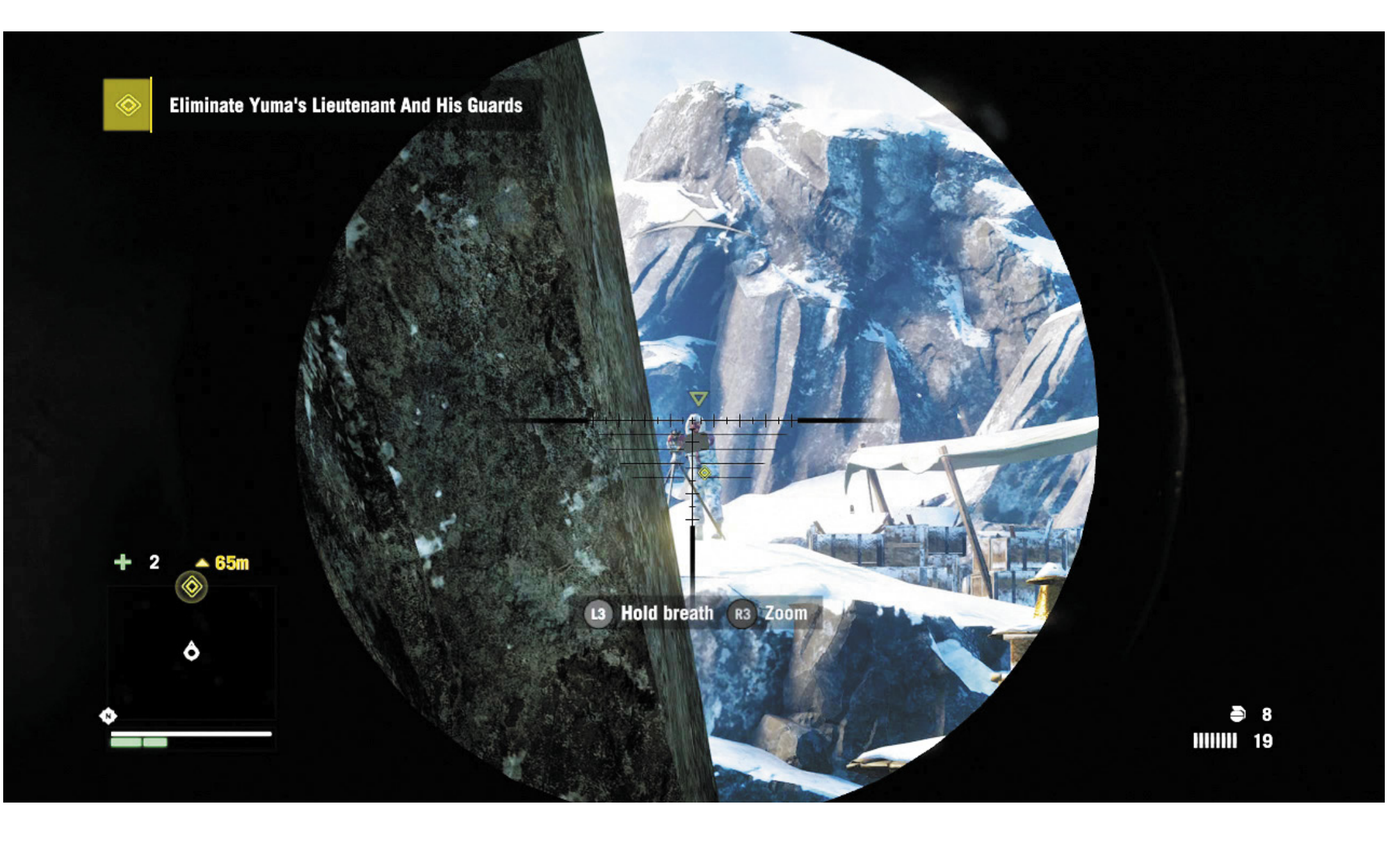

L2 R2 ZOOM TOGGLE INTERFACE PUT AWAY L1 LEGEND CALL GUNS FOR HIRE: 3

This valley? It's a sniper's paradise.

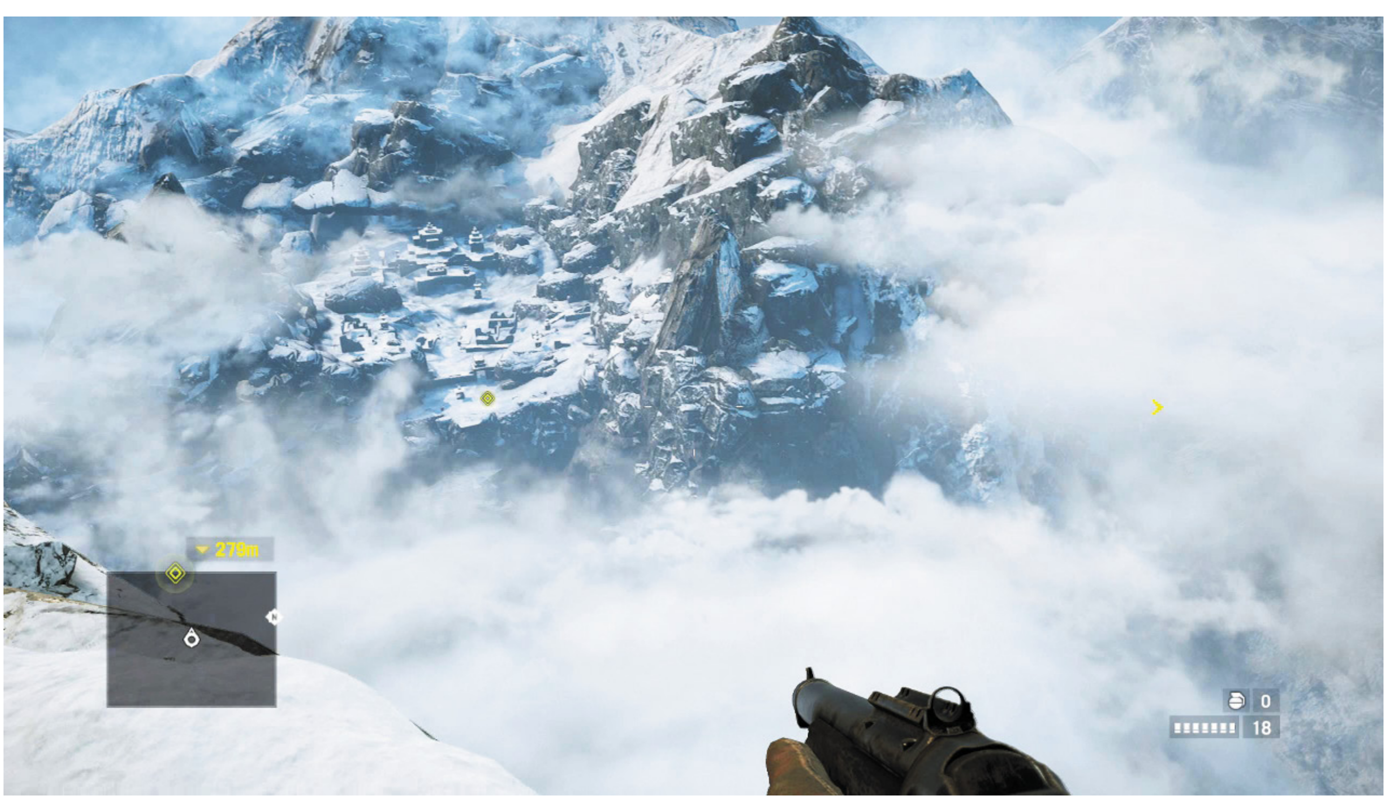
Snipe the three soldiers across the way, drop onto the soldier directly below the ledge where you stand (assuming you have Death from Above), and take out his nearby partner. There's a rocket launcher here and an ammo crate further up the path—if you didn't bring a sniper rifle, these will accomplish the same job in slightly more attention-getting fashion. Stick to the high ground here, avoiding the walkways (except to snipe the guy on them).

About halfway along the path, you'll see another pair of snipers. Try to ice them in quick succession. Then take out the two on the bridge, who will both face the same direction for some reason.

Work your way around the canyon. When you've reached the point more-or-less straight across the chasm from the spot where you entered it, the path will widen into a town-like area and you'll come under fire again. Focus first on sniping out the mounted gun on the high hill to the south. Then, just perforate the half-dozen or so troops here. One of them will be the lieutenant you seek.



Death from Above

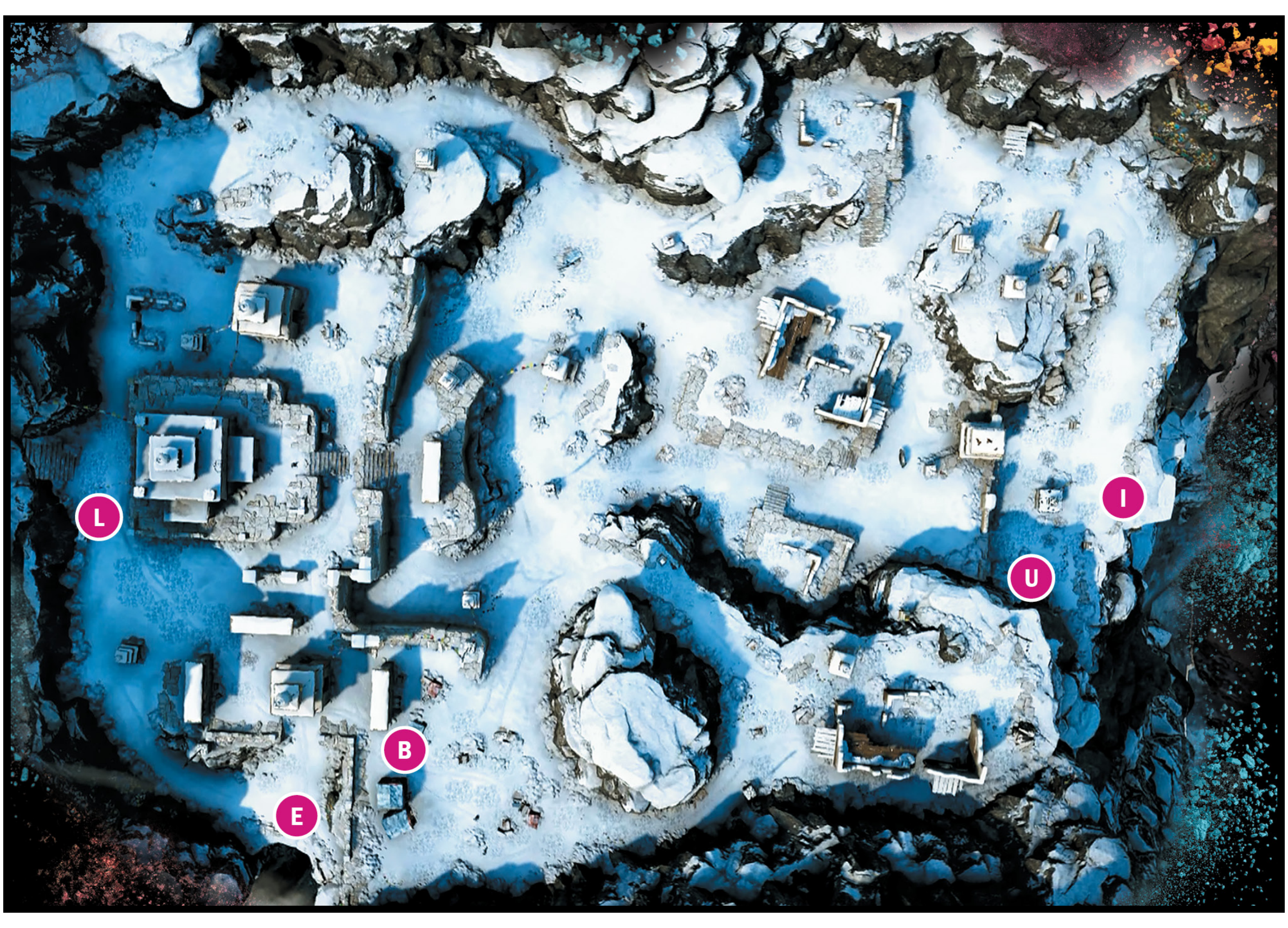


Willis needs you to whack another of Yuma's lieutenants. So after a quick plane ride that manages to be unsettling on multiple levels, you'll find yourself on a mountaintop with a veeeery long leap to your insertion point. Wingsuit time.

After you land, Willis will clarify that you have to make the kill with a knife. Grapple up the cliff left of the entrance to get a better view. Not that you need it. The raised southern ridge is practically an express lane to your mark.

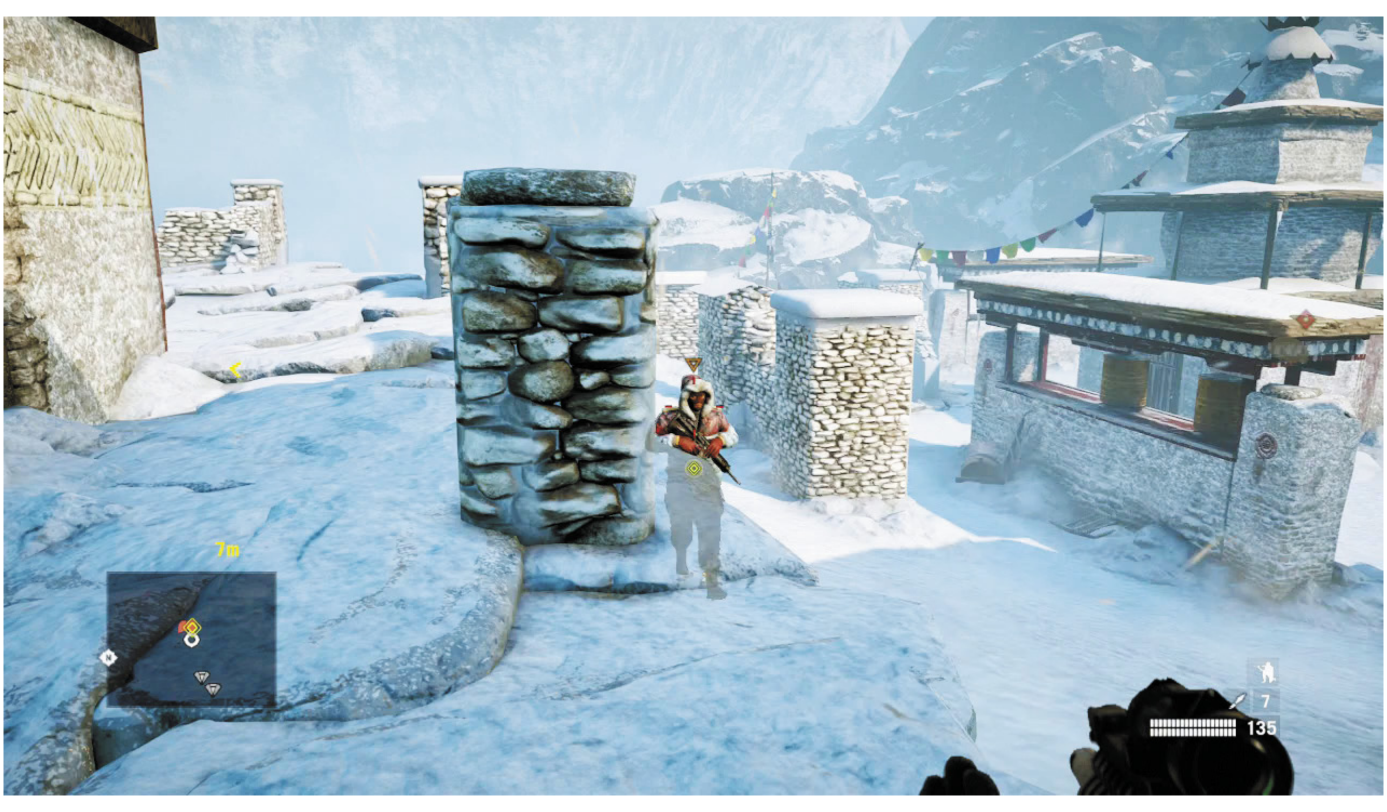
TIP

Remember, you carry throwing knives in addition to your main khukri blade, so you don't necessarily have to kill with a takedown.

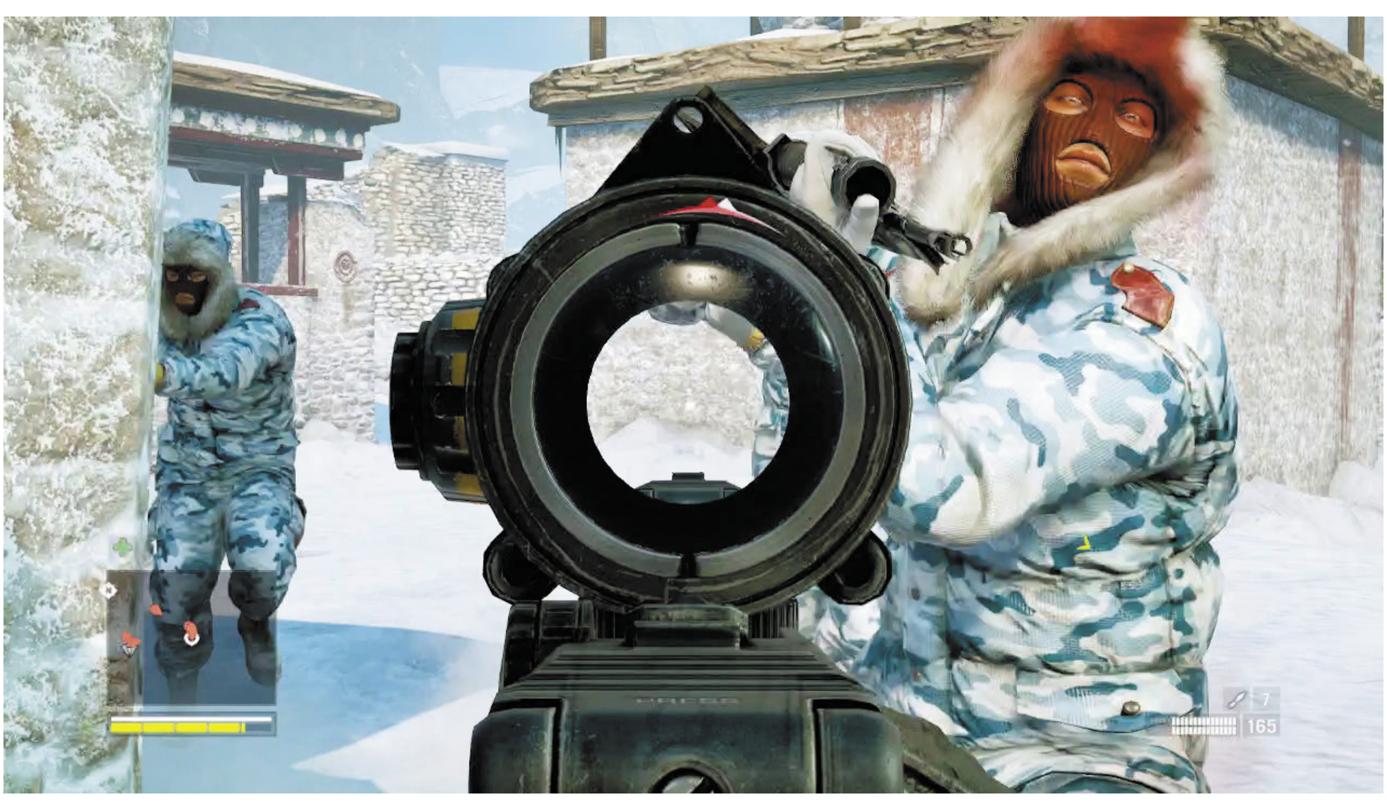


Akaash Temple

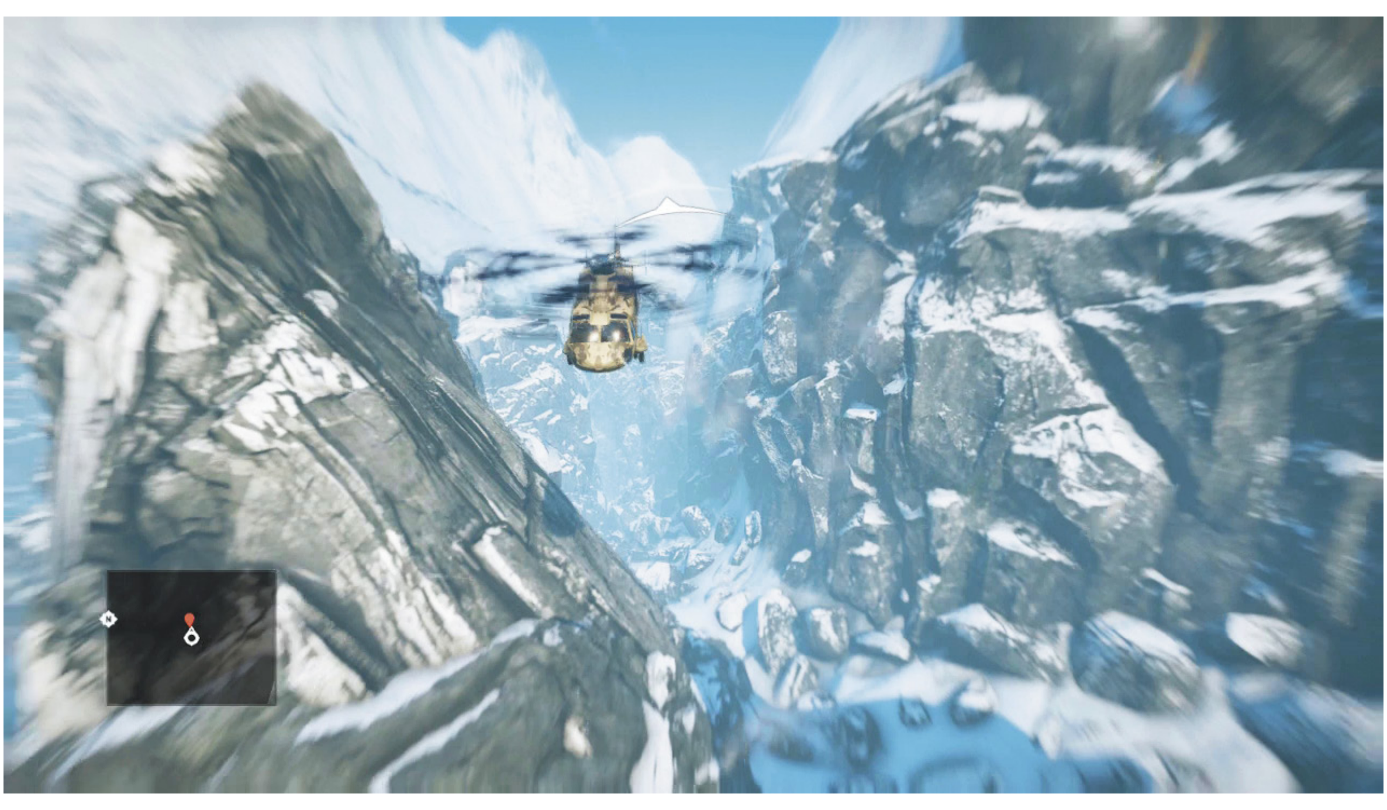
I	Insertion point
U	Grapple up here to reach raised southern area.
L	Lieutenant (may be inside cave, may be outside).
B	Bear in a cage
E	Exfil launch point



Hug the south wall and head deeper into the base. You'll need to kill two soldiers by the bear cage and one or two more by the temple to the west, but you should also encounter your target (with two bodyguards) in the cave/temple to the west.



Take him down, snap the picture, and seek out a small gap in the rocks in the south corner of the map. Then leap off it.



NOTE

You can also shoot your way through this level. It's chaotic and fun. And don't forget: bear in a cage.

The next sequence doesn't require much strategy other than, "don't oversteer". Beyond that, just enjoy the glide.

Because the landing stinks.

You'll awake in Durgesh, a mountaintop "sky prison" where the cells have three walls and an amazing view. And you have company.

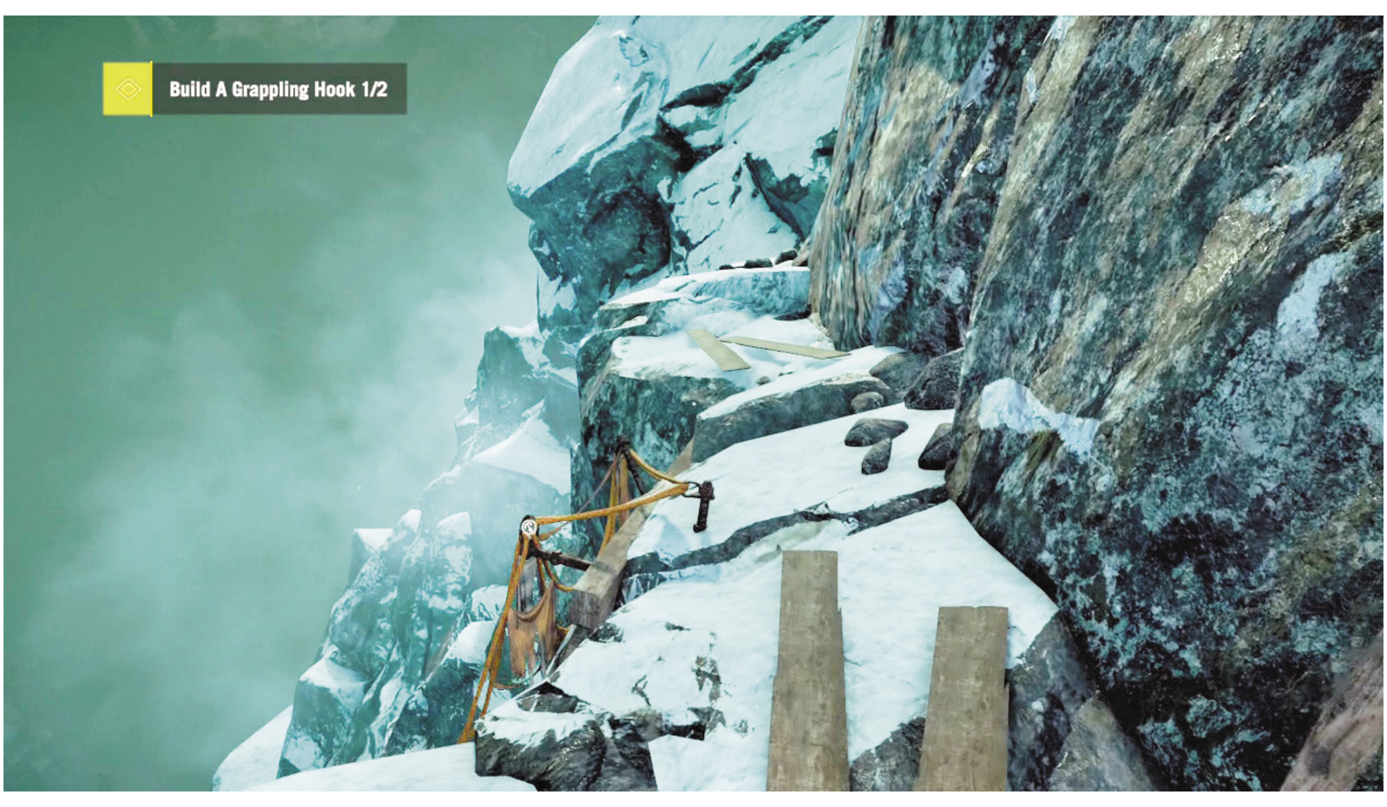
Pagan Min: Welcome to Durgesh. I apologize for the Spartan accommodations, but you have been a naughty little shit, haven't you, gallivanting about with the Golden Path...

The woman is Yuma, Min's humorless second in command. You'd think a girl with that hairdo would be a little less serious, but nope.

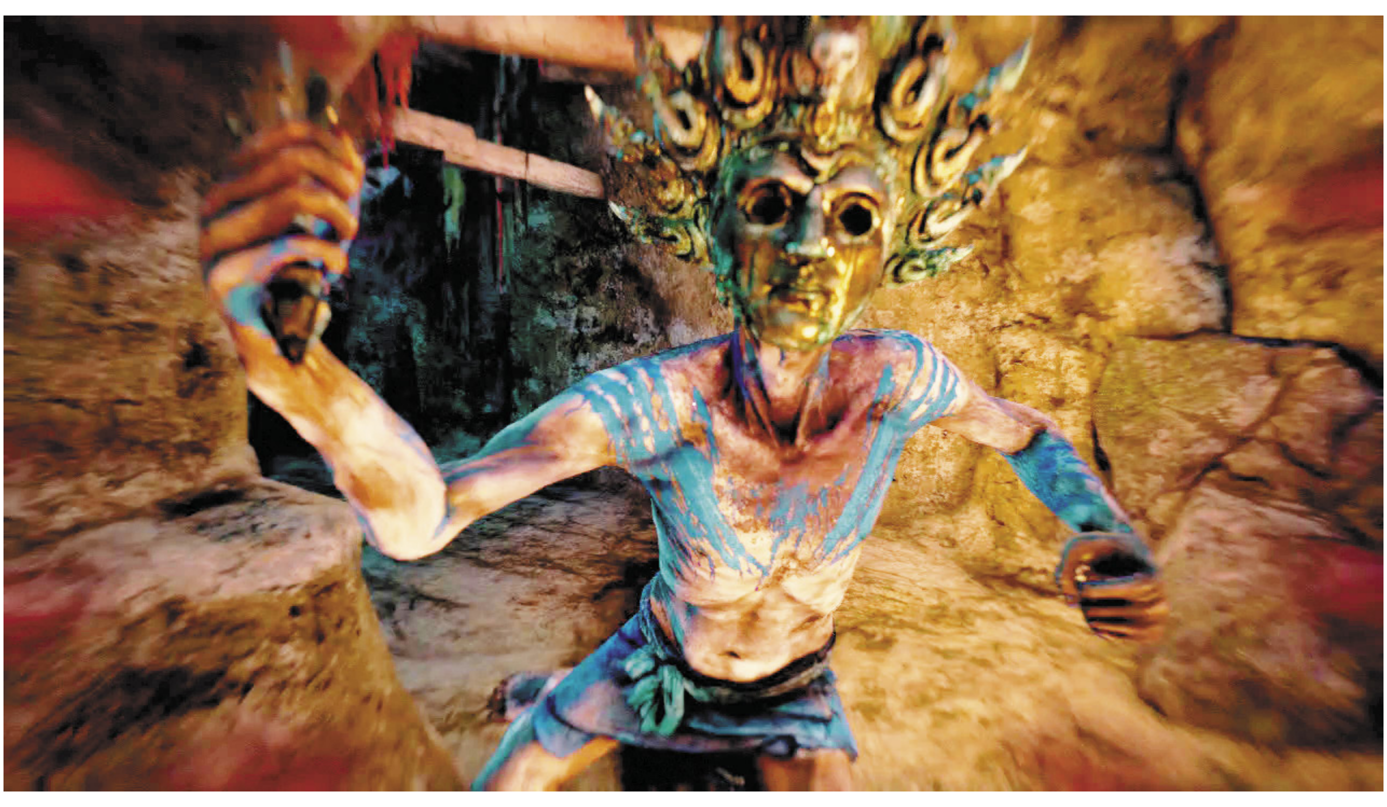
The "sky" part is fine, but "prison" is a bit unsettling—as are the massive, drug-induced hallucinations—so let's get out of here. There's an obvious spot to grapple down, but we'll need to find a new rope and hook.

THE HOOK

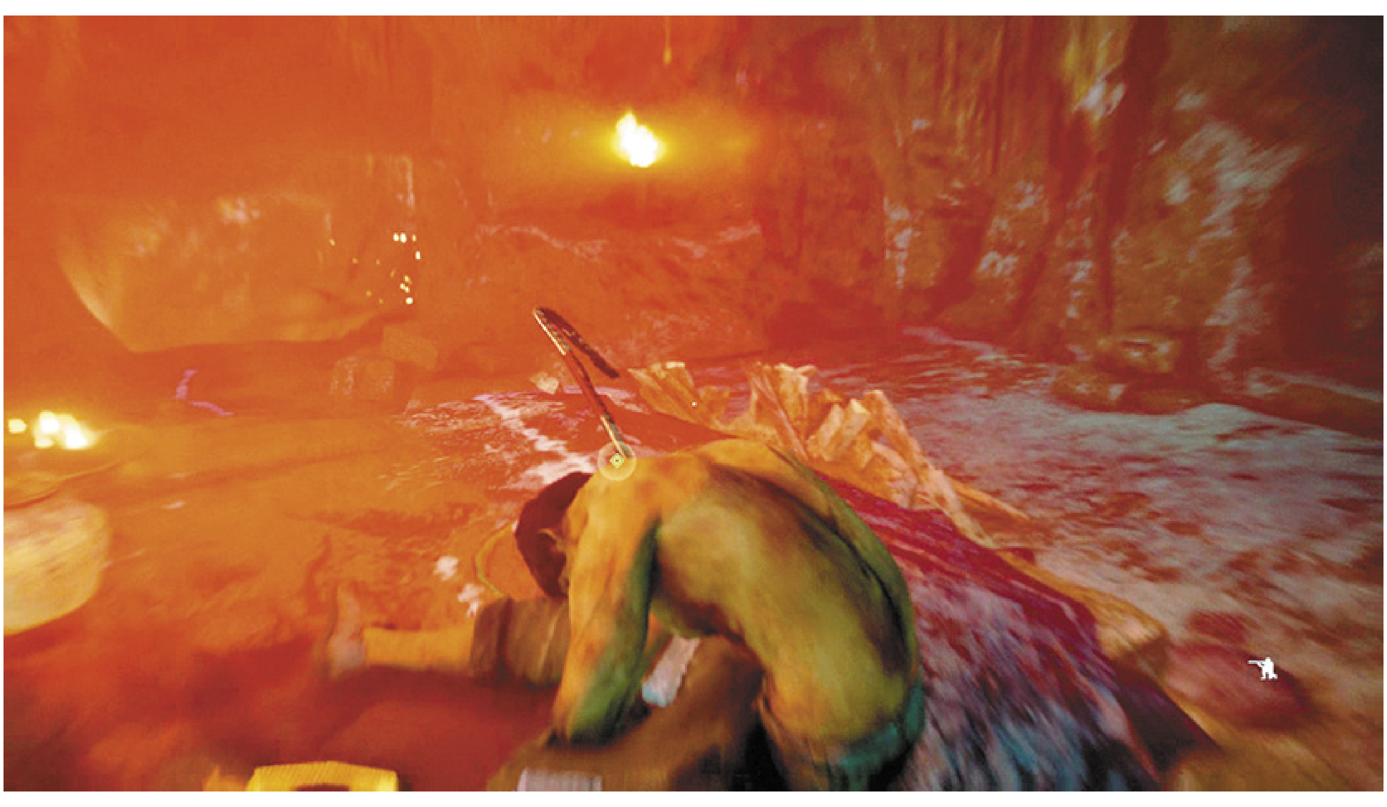
Go left from your cell and follow the hall until it opens into a narrow outdoor walkway.



Note the grapple descend point here, and continue on until the walkway becomes an orange-lit tunnel. You should see a demon up ahead. And as you are completely unarmed, you'll want to avoid him.



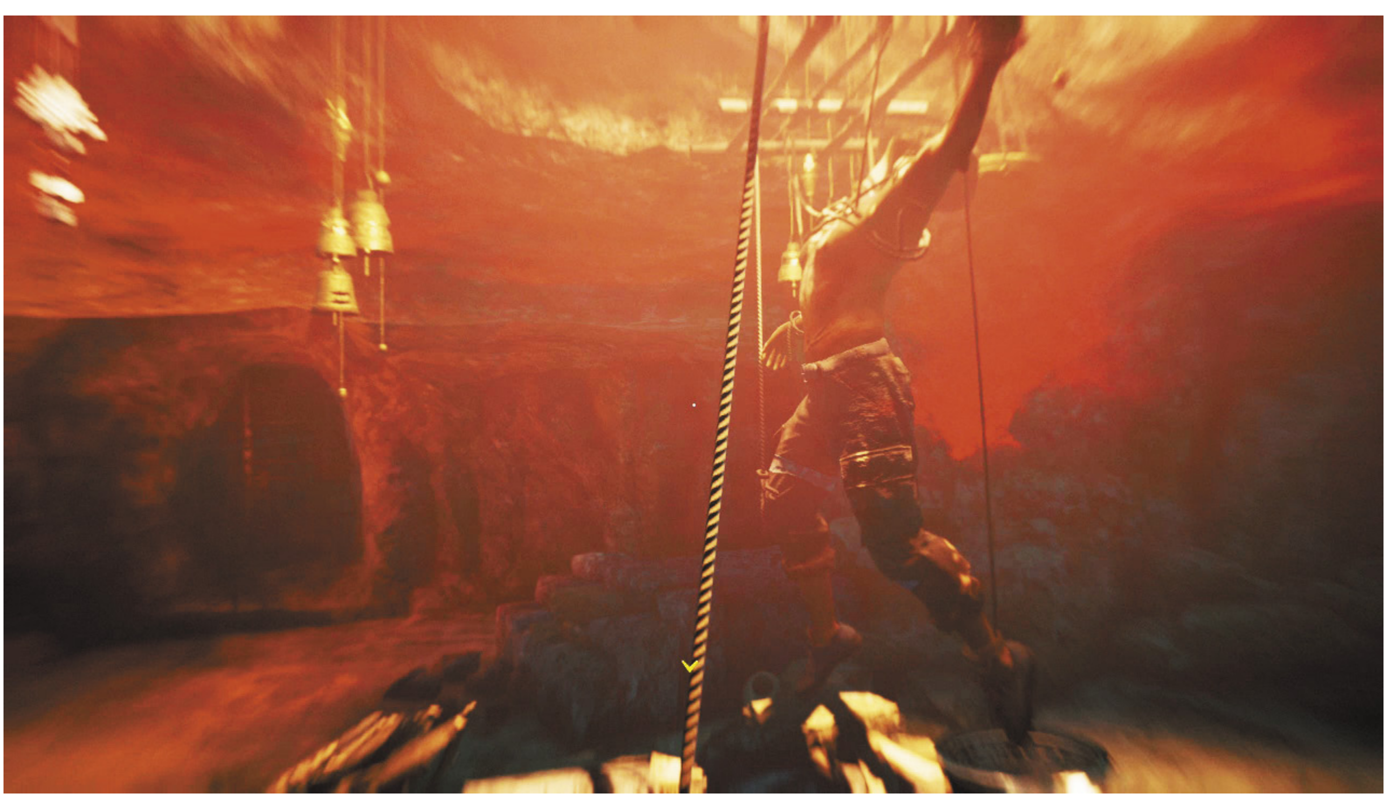
Wait for the demon to move into a side tunnel, then walk straight past both braziers and into the short hallway. When it splits, follow the curve left, then go up the stairs on your right. You should see a brightly lit altar with your new hook on it.



Granted, it's embedded in someone's spine. But hey, no deal is perfect.

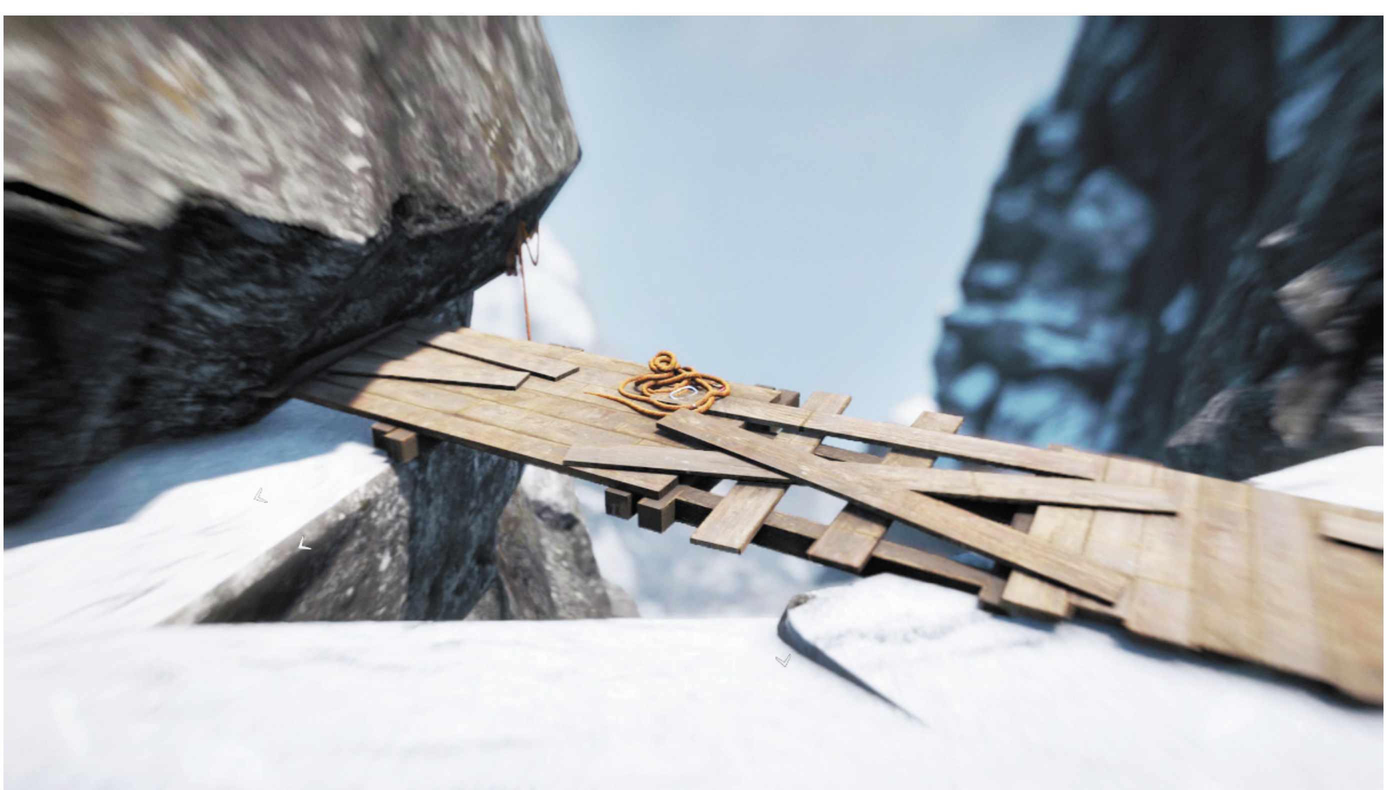
THE ROPE

Head back to your cell and follow the hall to the right this time. A newly opened door will open to a blue-lit hall. Follow it until you come up behind a demon who appears to be struggling. At that point, turn right, then left just before you enter an orange-lit room. This should put you in a hall parallel to the one the demon occupies. Follow it until you reach another orange-lit room and your new rope.

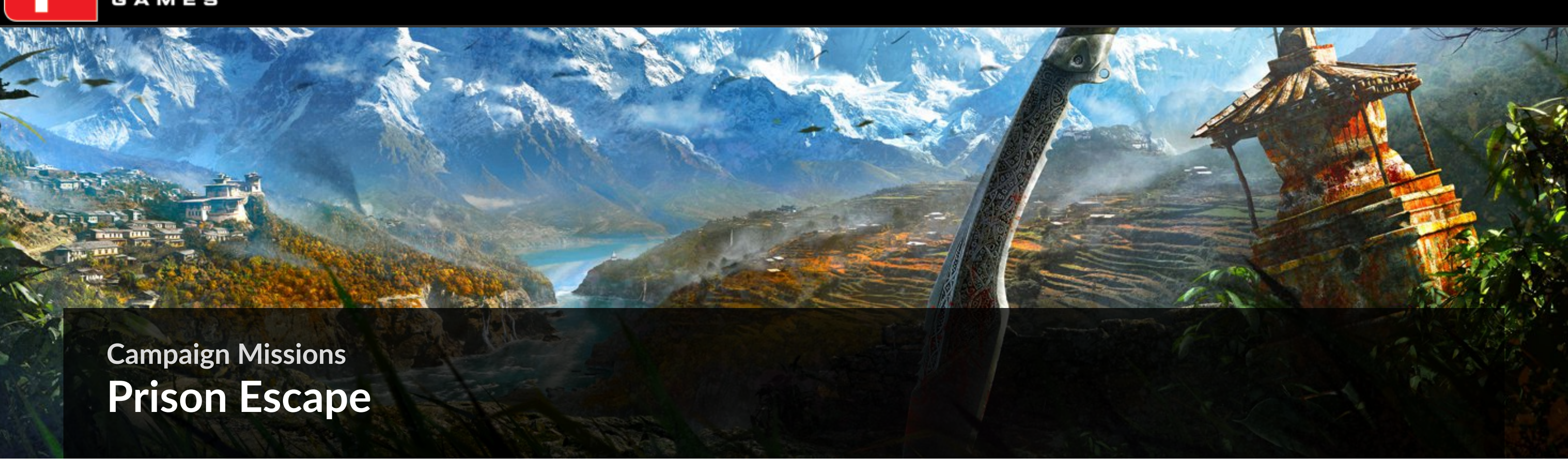


Cut it free, retrace your steps back to that cliffside grapple point along the walkway, and get out of this strange, strange place.

It'll take a few more grapples to get back down to Earth—the whole "sky prison" thing is more than just a marketing term—but the only tricky moment happens at the wooden bridge.



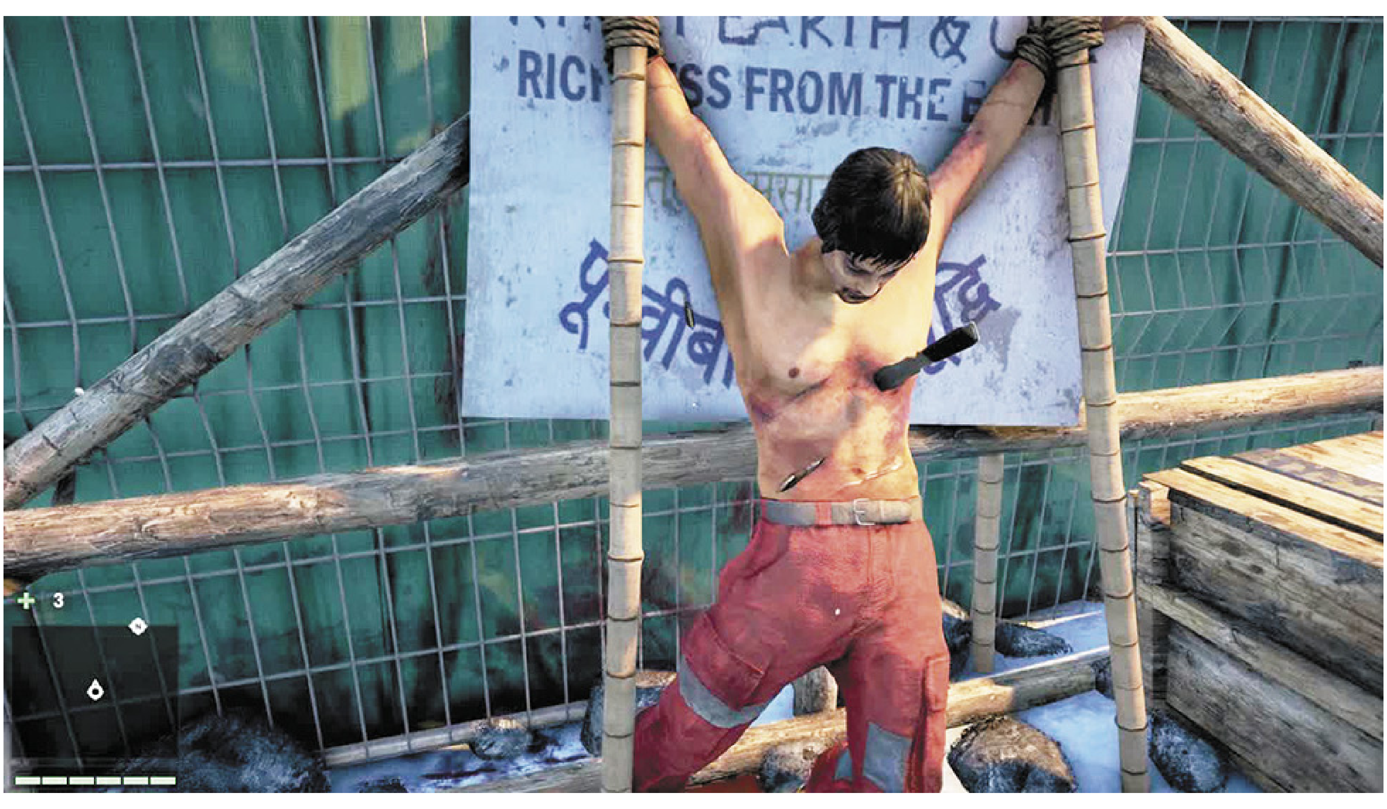
It's going to give way when you step on it, so center yourself and prepare to guide your slide down. Hug the right side to give yourself the best chance of landing safely on the ledge a little farther down instead of sliding all the way down to your doom.



Prison Escape

Okay, this is . . . progress? Now you're in a prison camp. But at least you won't plummet to your doom if you roll over in your sleep.

Creep forward until you see the heavy and his dog, and wait for them to pass. Once the heavy has moved down the slope to the right, sneak over to the strung-up body and grab some throwing knives. If the dog is hanging back you may want to euthanize him at this point. If not, no worries. You can probably still sneak past him later.

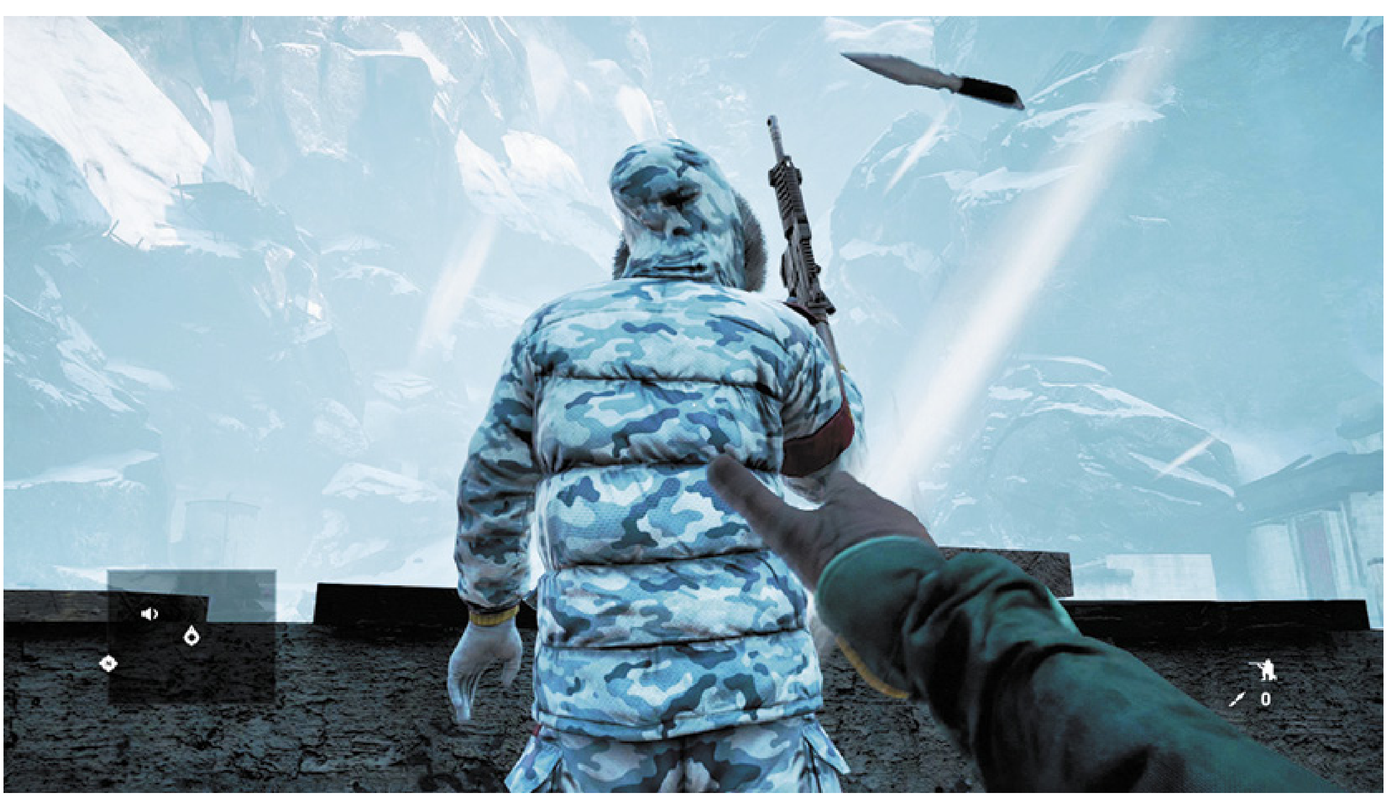


No shirt? In this weather?

CAUTION

Do *not* attempt a takedown on the heavy. It will fail. Apparently, ramming a twelve-inch khukri blade through someone's vital organs requires you to actually *have* a 12-inch khukri blade in your possession. Which you do not.

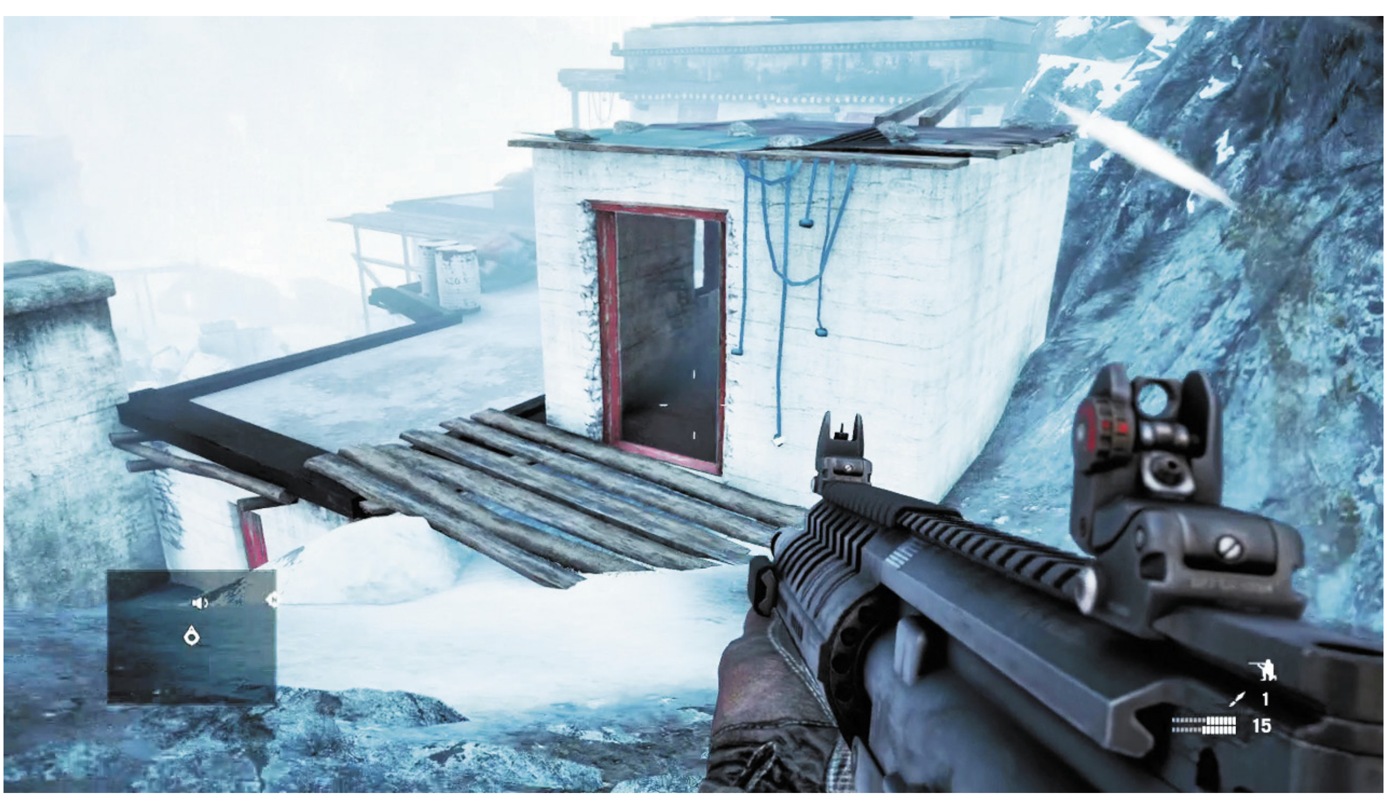
Use the zipline west of the shack to get down near the lone guard, but remember you still don't have takedowns. Throw a knife in his back and grab his AK47. Now you at least have a gun. But you're still outnumbered and have very few bullets, so discretion is still advised.



Throwing knives are not a guaranteed one-shot kill. Get as close as you can, try to take your target by surprise, and aim for the base of the skull.

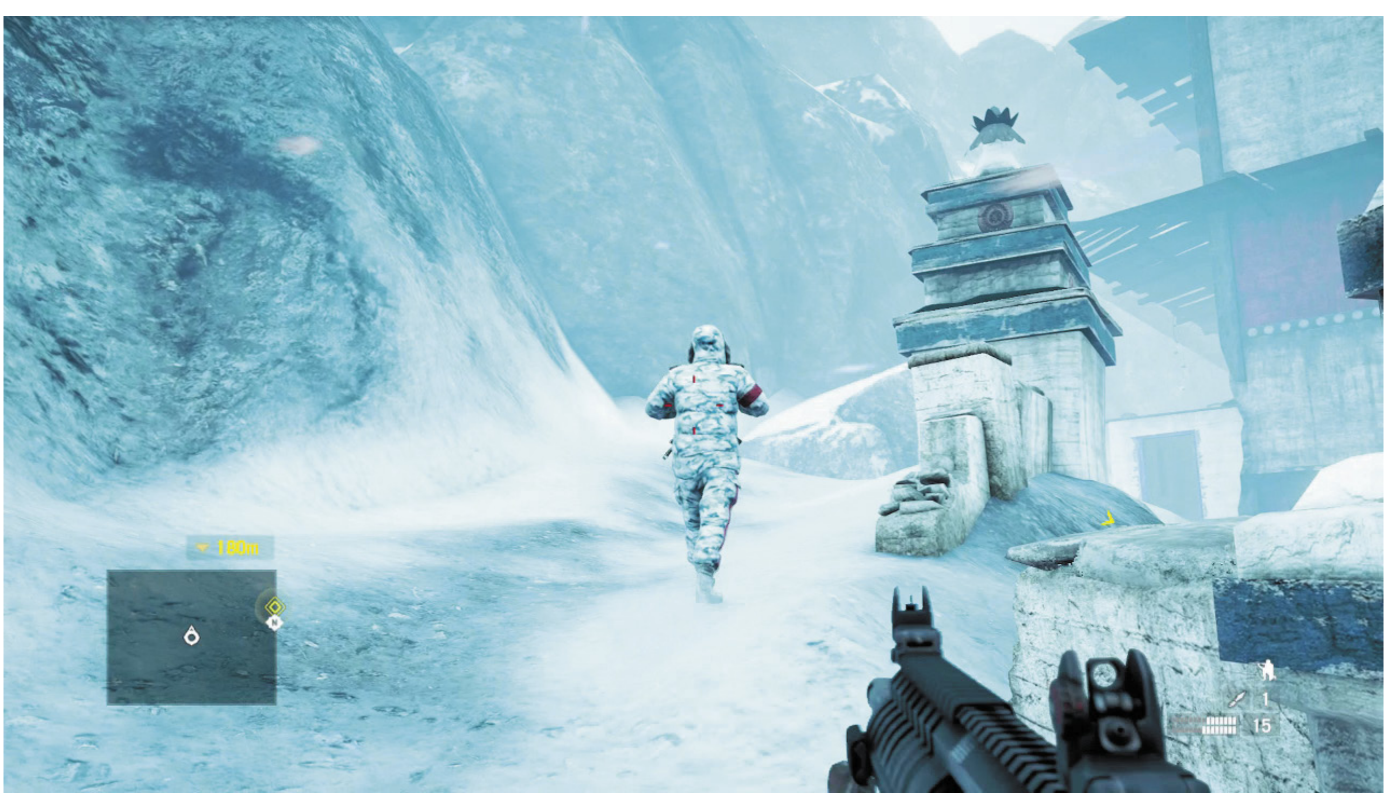
From your location, you can see two alarm poles—one to the north and one to the west. Sneak across to the north one first, keeping an eye out for the the heavy already patrolling this area and the first one, who should be trudging down the mountain any time now.

Next comes the most critical move of this mission. You have to hit the guard by the alarm with a throwing knife before he (or anyone else) sees you. Target him and the heavies with your gun so you can see which way they're facing and hide in the hut until you're ready to make your move.



Disable the guard and the alarm, then drop down the east side of the roof (but note the ammo crate on the west side) and slip across to the other alarm.

You're looking for a ledge next to a cement stairway. Climb the ledge, and you'll see another stairway. Check the crates beside it for the auto-cross, which will make this level much easier. Since you're here, go up the stone steps and south to reach a ladder leading to the second alarm. Disable it too, then hug the canyon's southwest wall and make for the bell tower.



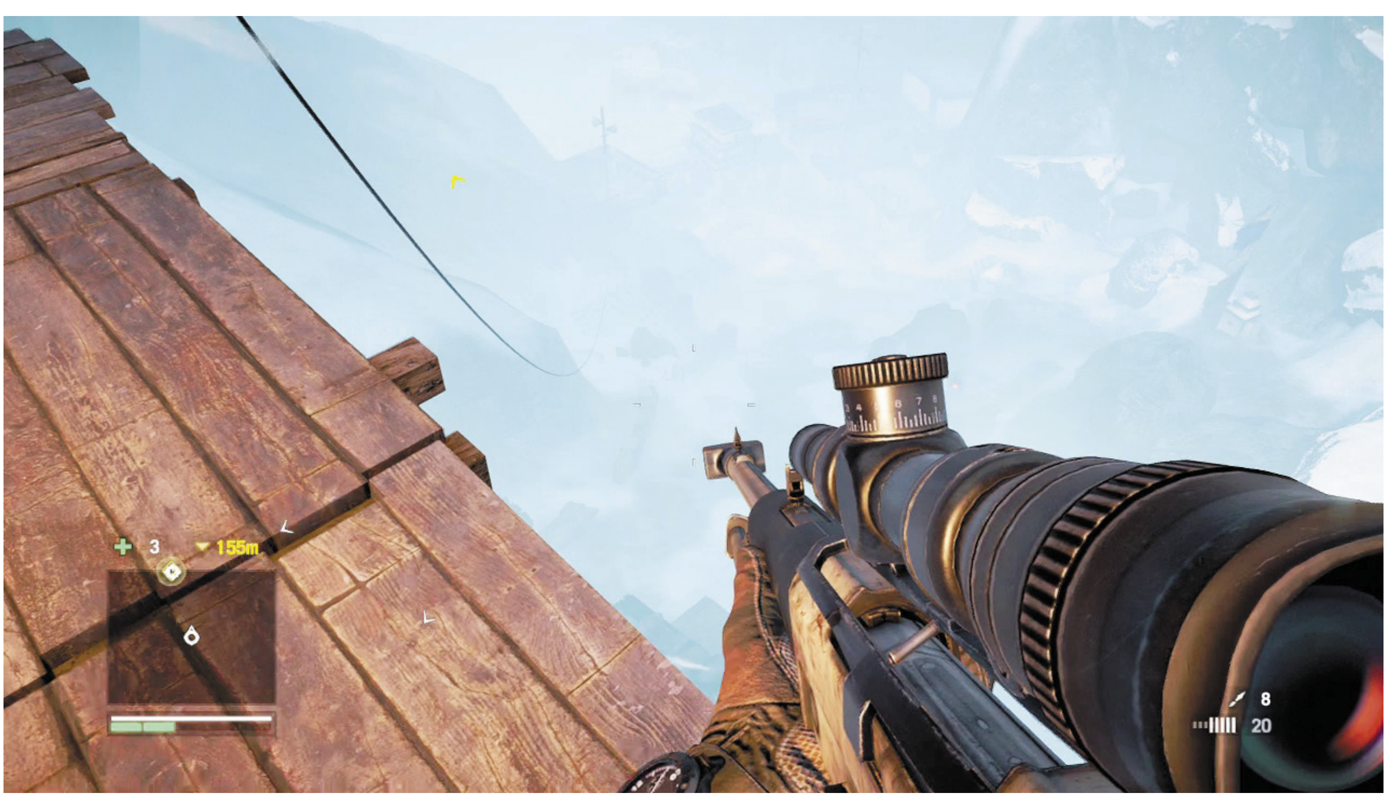
Down the slope, you have a choice: left or right. The right is smooth sailing until you get to the exit, where you'll encounter two alarms, plenty of guards (including the four-legged kind and heavies), and to top it all off, a snow leopard cave on the high northeast side. If you want a shootout, that's your money-maker. But if you'd rather survive, stick to the left path. It leads to the bell tower, and there is but one single guard to secretly dispatch along the way.

TIP

The snow comes and goes here. If you're concerned you'll be seen, wait for the weather to get good and nasty. If you can't see a thing, neither can they.

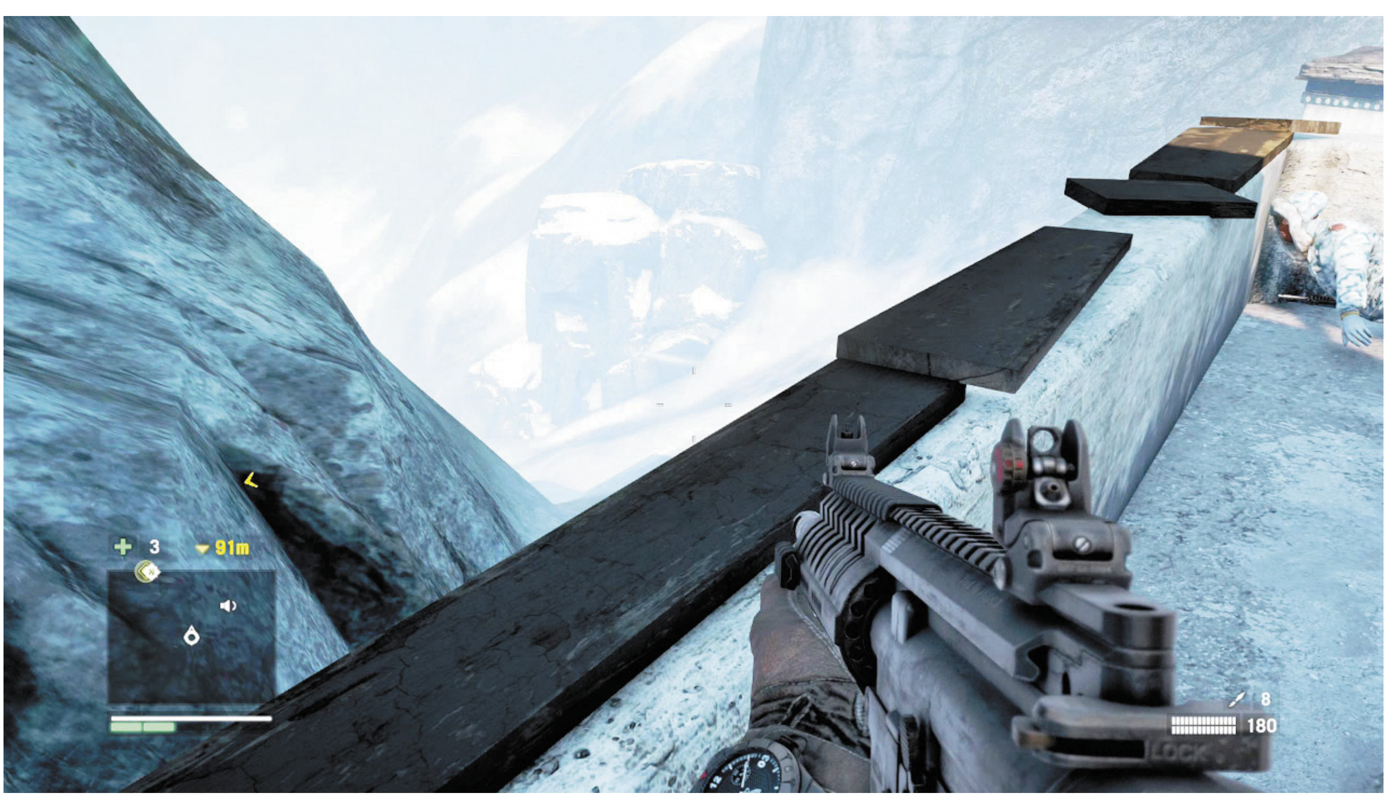
Grab the weapons and ammo on the bottom floor of the tower, then begin your climb-and-grapple upward. When you reach a ladder, climb it and silent-kill the sniper on this level. Then grab either his SVD or a fresh one from the rack.

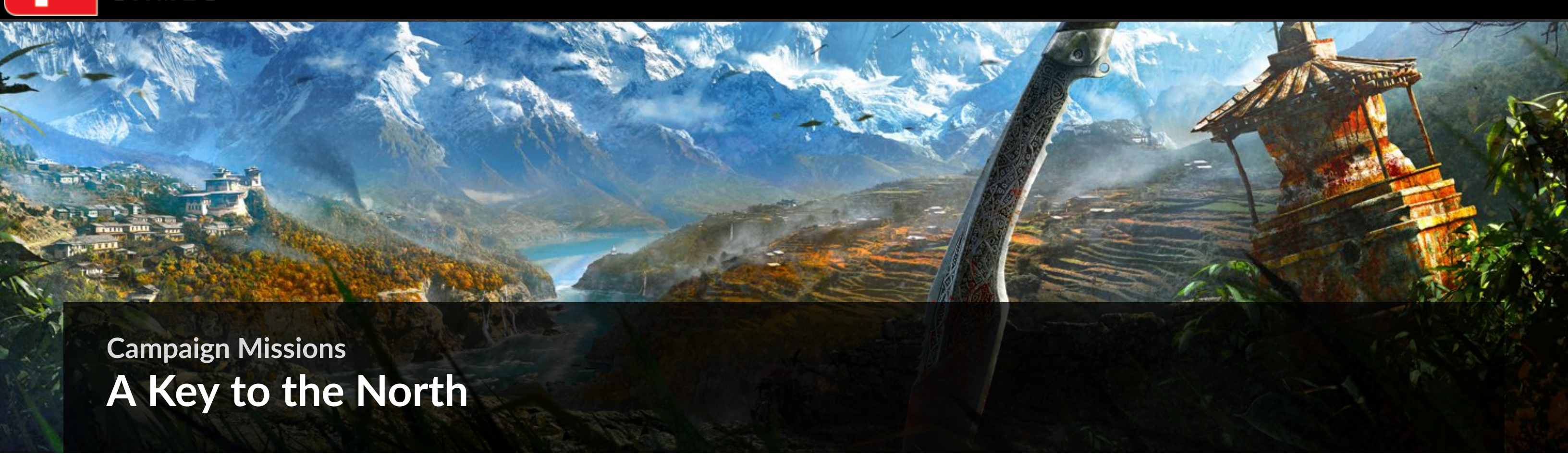
You're going to take the zipline, which drops you right below an alarm pole just to the side of the main gate. If the weather's clear enough, it's a good idea to tag the guards here with your sniper scope, so you know which way they're facing.



Wait for clear skies, or just go? The game reloads faster than the weather changes, so it's your call.

Once you've zipped down, climb up the ledge onto the roof and take out the guard (if any) at the alarm. You could disable the alarm as well, but it doesn't really matter. Go to the corner of the roof, where the building meets the canyon wall, and hop over. You'll slide safely down the canyon wall and into a quick, uncontested sprint to freedom.





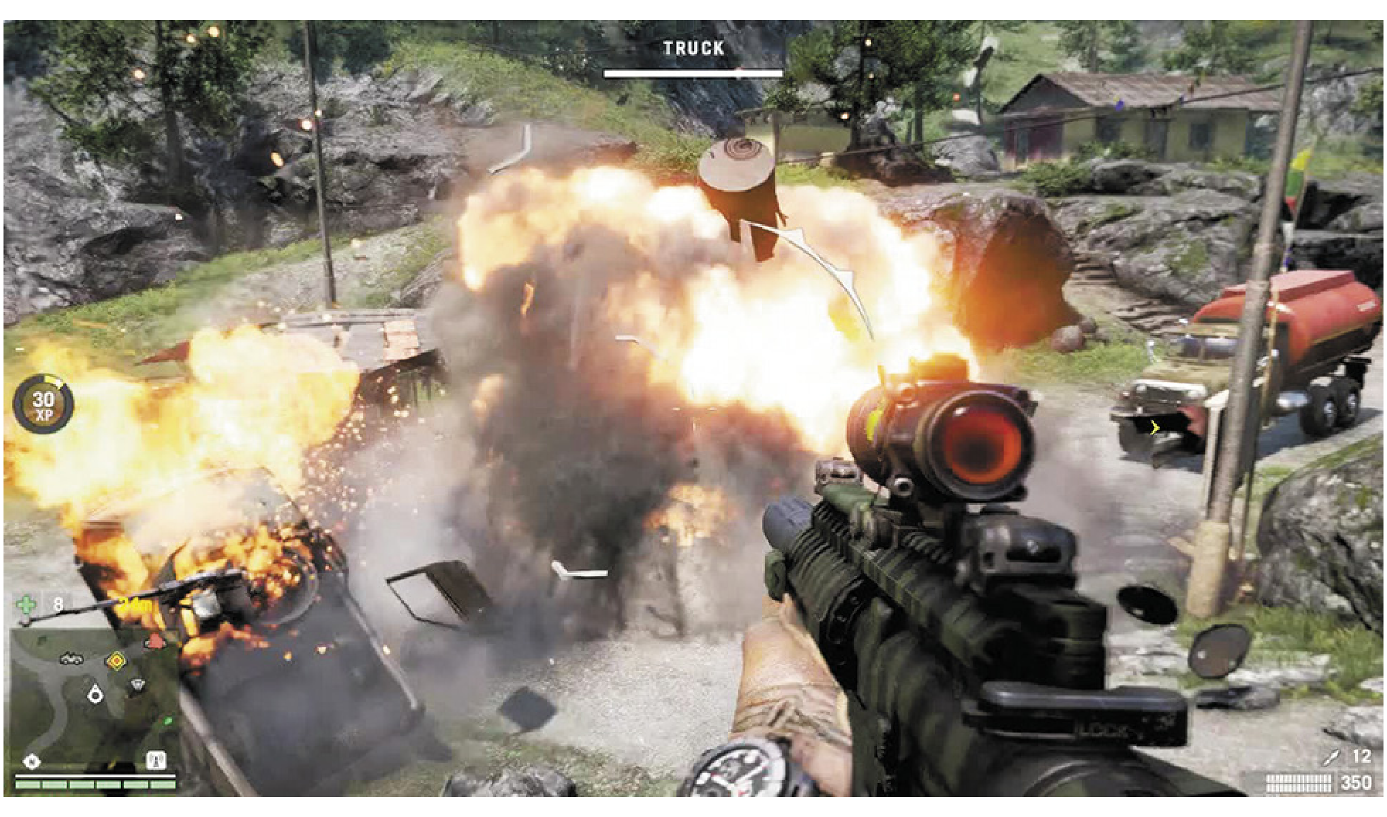
Campaign Missions

A Key to the North

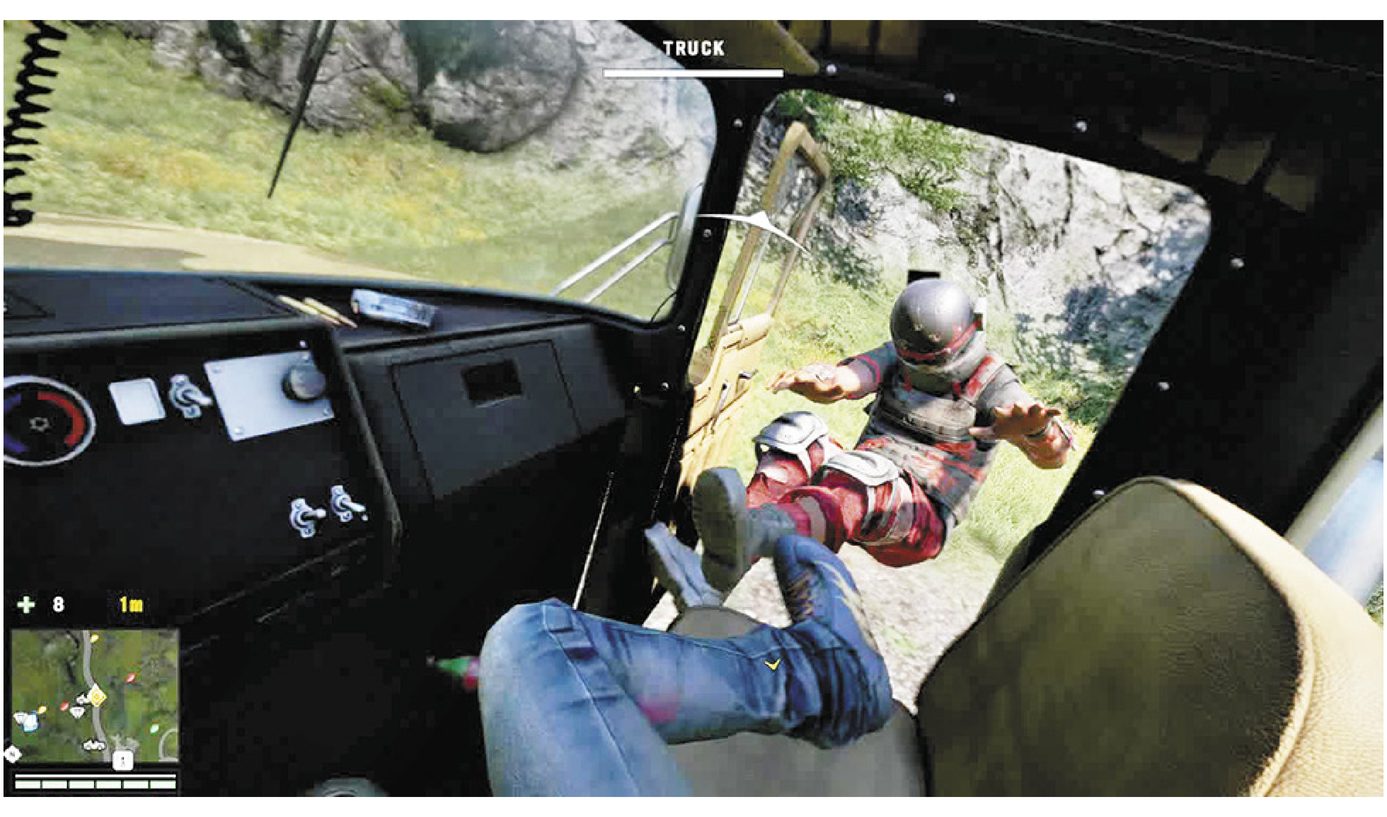
Back in the real world (one story above your safe house in Naccarrapur, to be specific), Amita thinks it's time to expand your territory . . . by blowing something up.

Amita's truck

If Amita is in charge, she'll send you to ambush and hijack a chemical truck. Once you reach the site, place two C4 charges in the road, spaced a few car lengths apart so one won't set the other off when it detonates. Pulling a spare vehicle or two into the road will also help (but keep one aside to use).



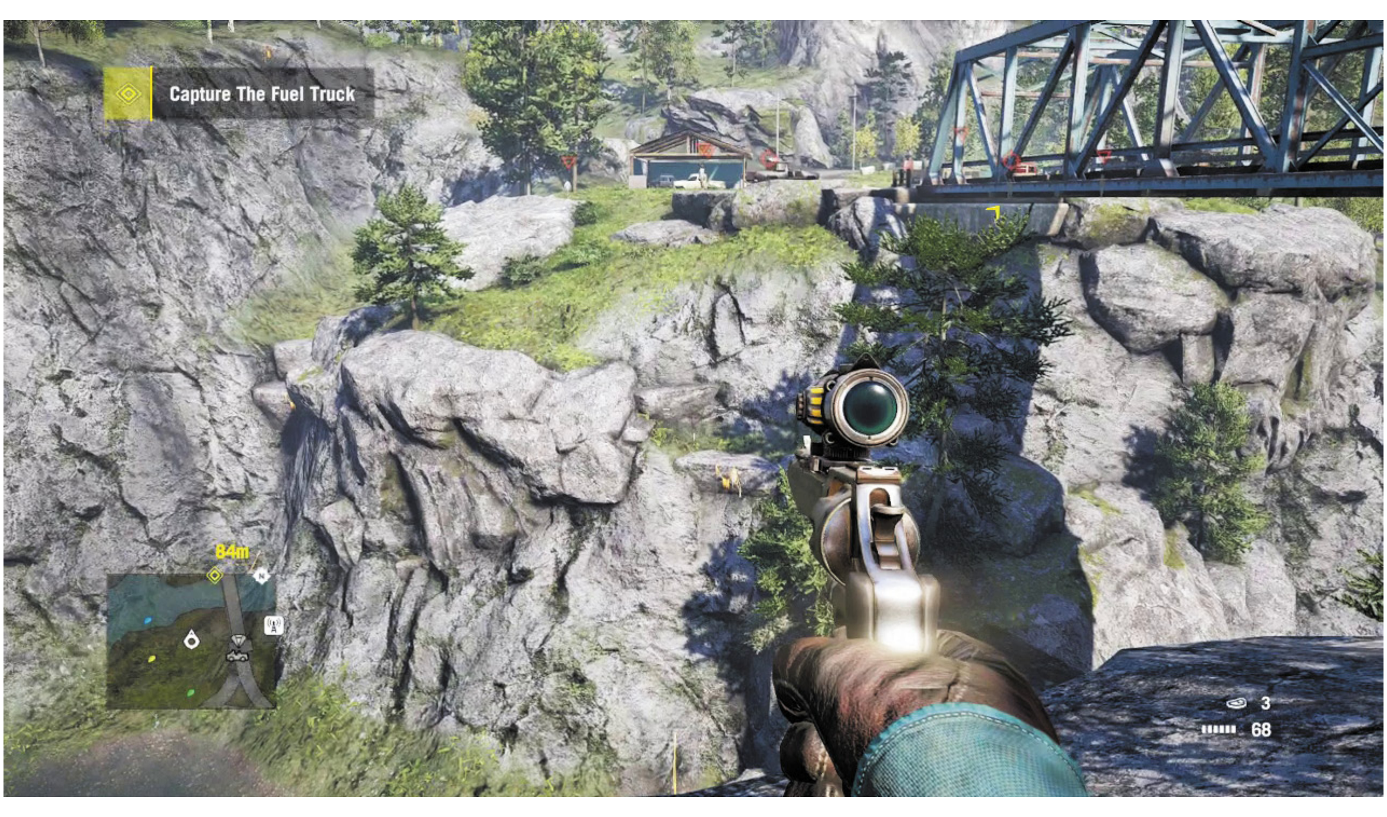
As the convoy approaches, blow the technical in front with one C4, then the pickup in back with the second. This will leave just the chemical truck, which should be slowed by the wreckage. If you can't shoot the driver outright, chase him down in your spare ride and use a vehicle takedown.



Sabal's truck

If Sabal's in charge, he'll redirect you to a fuel truck at one end of a bridge, surrounded by two rocket-launcher sharpshooters, a mortar, and at least five regular soldiers.

A frontal approach is risky, thanks to the rocket launchers, the mortar, and the narrow bridge. Instead, slip up from the riverbed using the grapple point southwest of the bridge. By the time the bad guys see you, you'll be too close for the mortar. And they'll be a split-second from death.



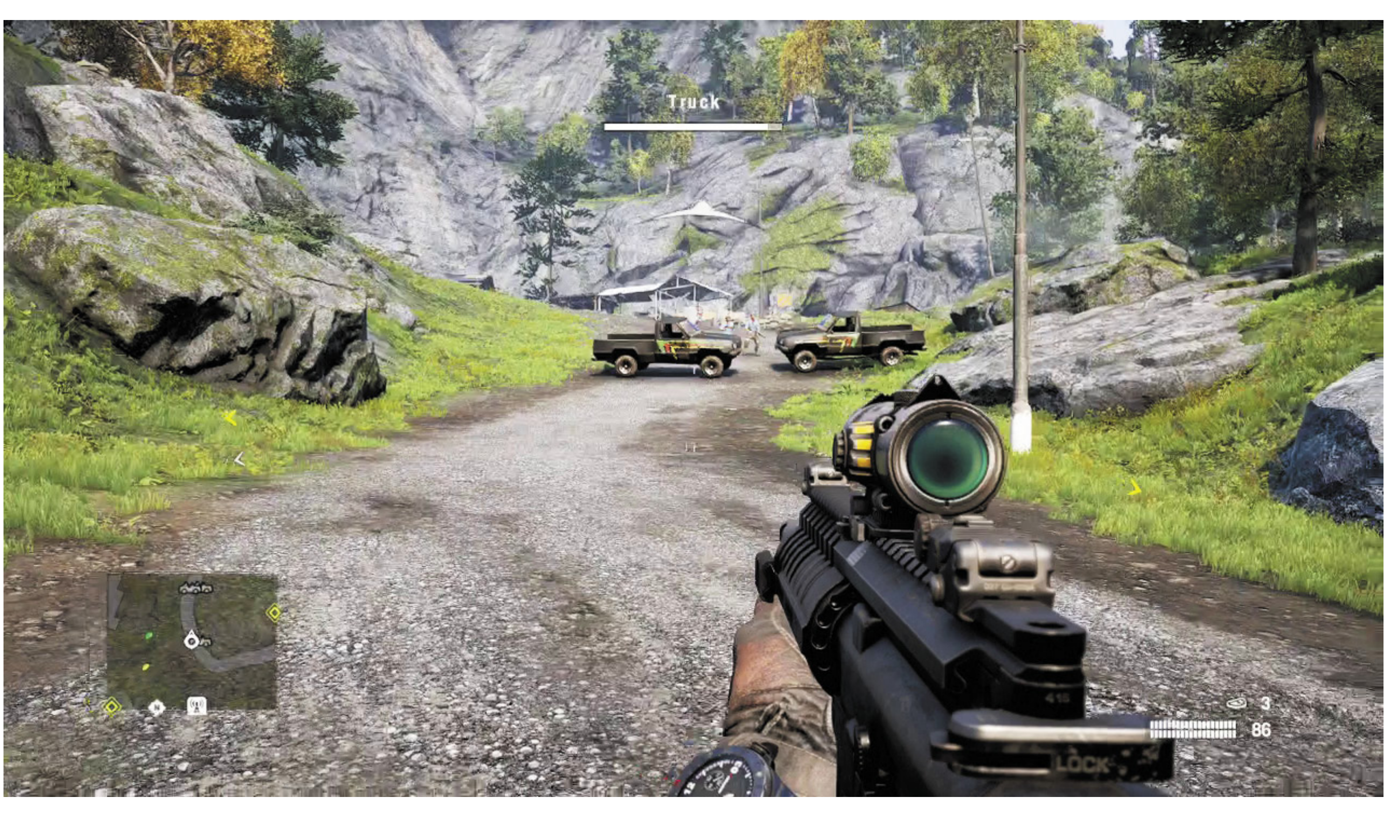
The grapple near the bridge is okay, but the one under that lone pine tree on the left is even better.

The battle finished, grab the poster on the shed wall and hop into the fuel truck.

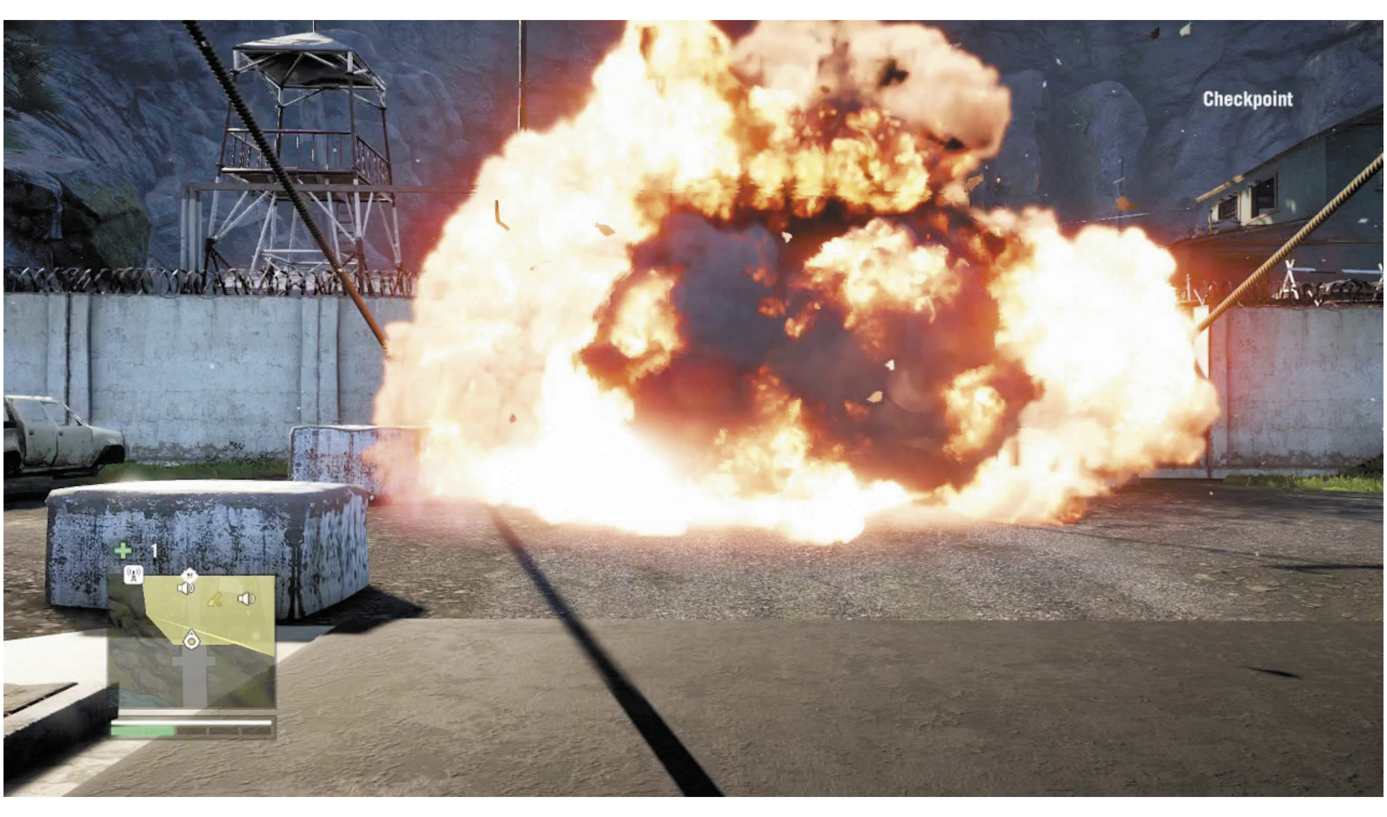
Min's technicals will burst into hot pursuit the instant you take the wheel. The Vehicle Takedown skill comes in crazy-handy here, but remember to always turn and crotch-shoot the soldier at the rear gun turret after you've whacked the driver.

Also, consider getting out of the fuel truck to fight. It might seem counter-intuitive, but you can heal—the truck can't. The roadblock around x:461 y:623 is a great example. Hop out, snipe the jerks blocking your path, collect the four green herbs nearby, and the end result is you have two more health syringes while the truck hasn't taken a scratch.

When you reach the second roadblock (the one right before the bridge), stop and proceed on foot. You'll have enemies at the roadblock, at the mounted gun nest further up, and also shooting down from a second nest on the small hill to the north. You don't want them following you across the bridge.

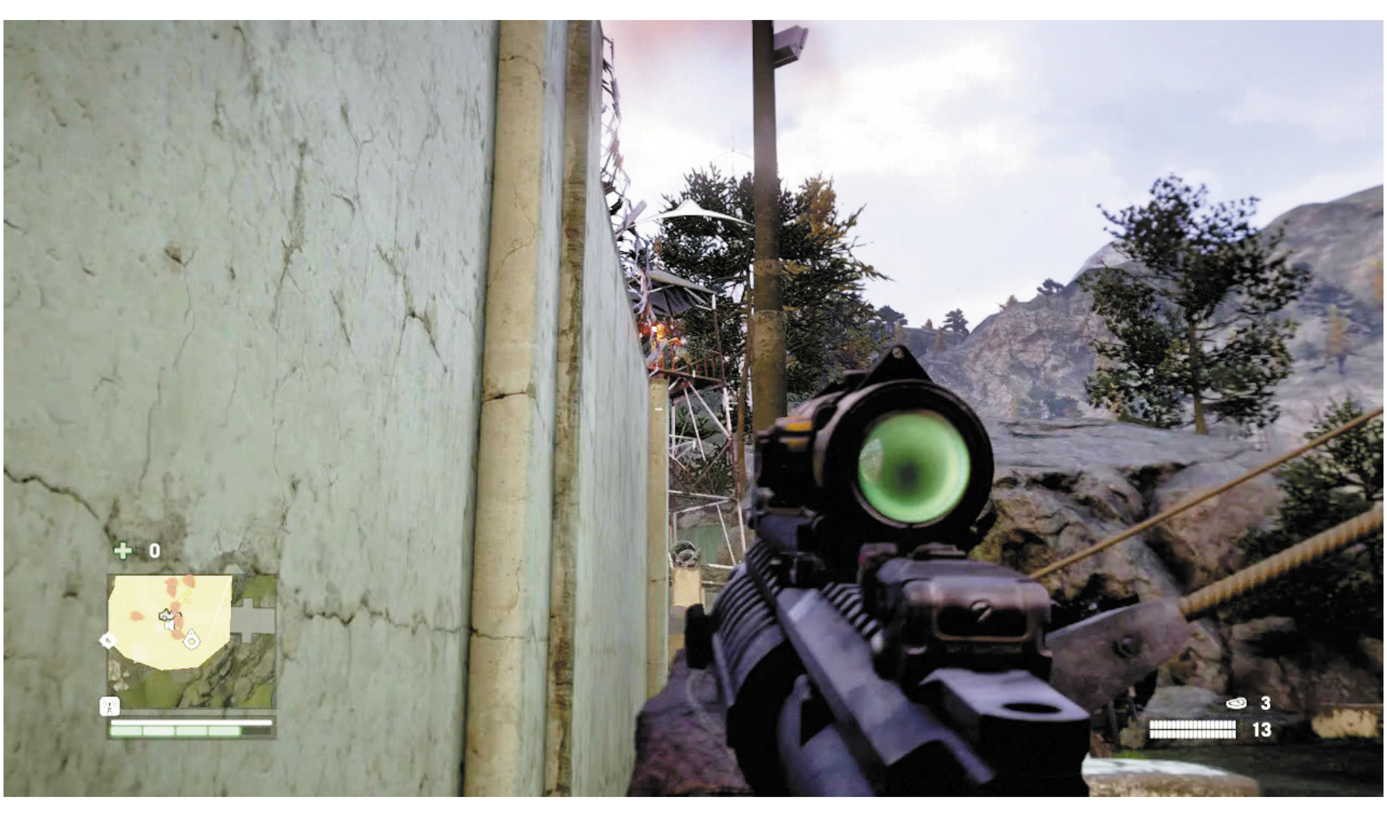


Once you've cleaned them out, climb the hill and snipe the sniper in the tower across the bridge. Now you can slam the truck through the roadblock and into the barrier wall. Just be sure to bail out before the big boom.



Safe to say, this effectively eliminates the "stealth" option.

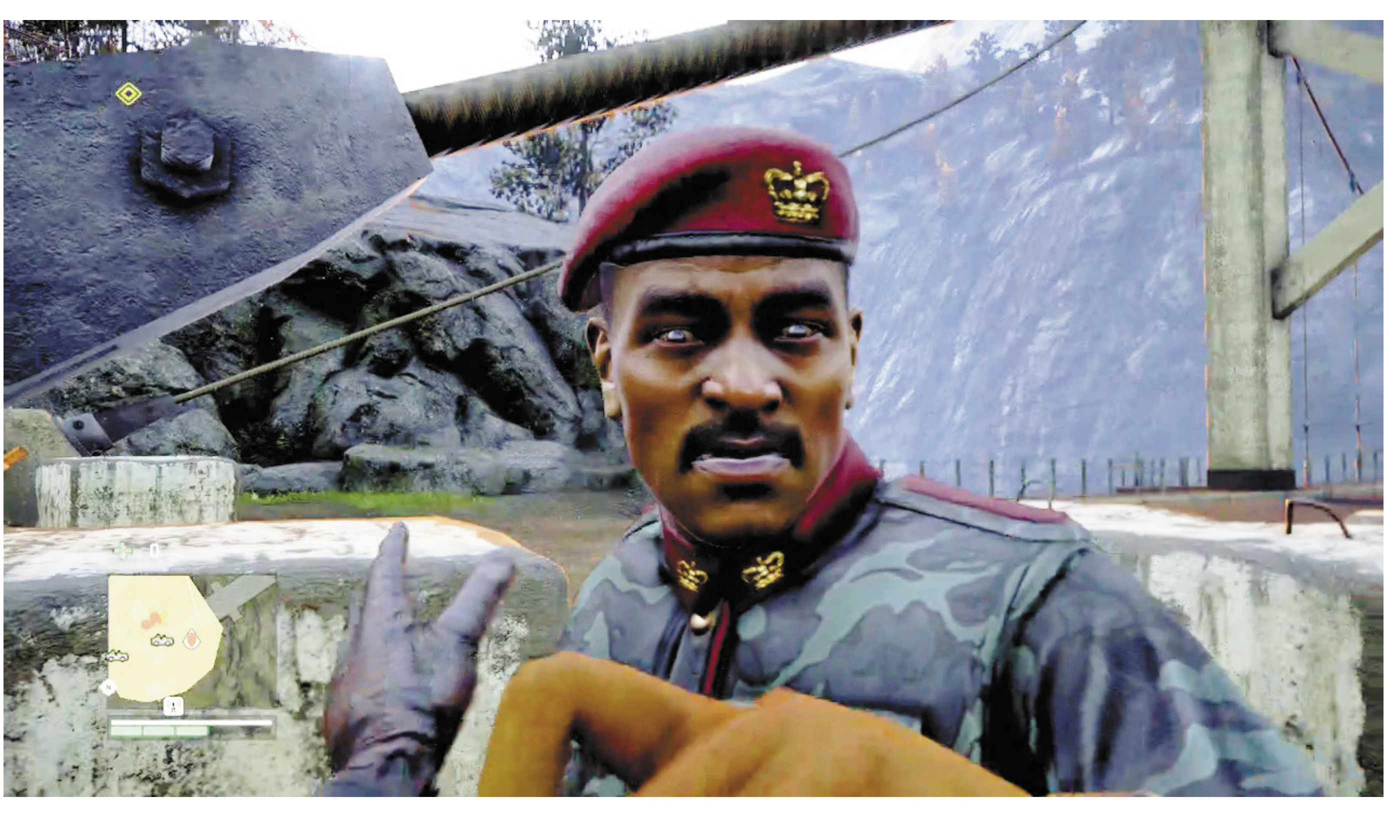
Royal Guard soldiers will fly out from the base beyond the newly destroyed wall like a swarm of angry bees. You run a strong chance of being overwhelmed here, so hug the walls to protect yourself from the mounted gun straight ahead, the mortar in front of the green hut to the east, and one of the sniper towers. This will reduce the likelihood of the Royal Guard surrounding you as you chip away at their numbers.



Hiding against the wall isn't glamorous, but it might just keep you alive.

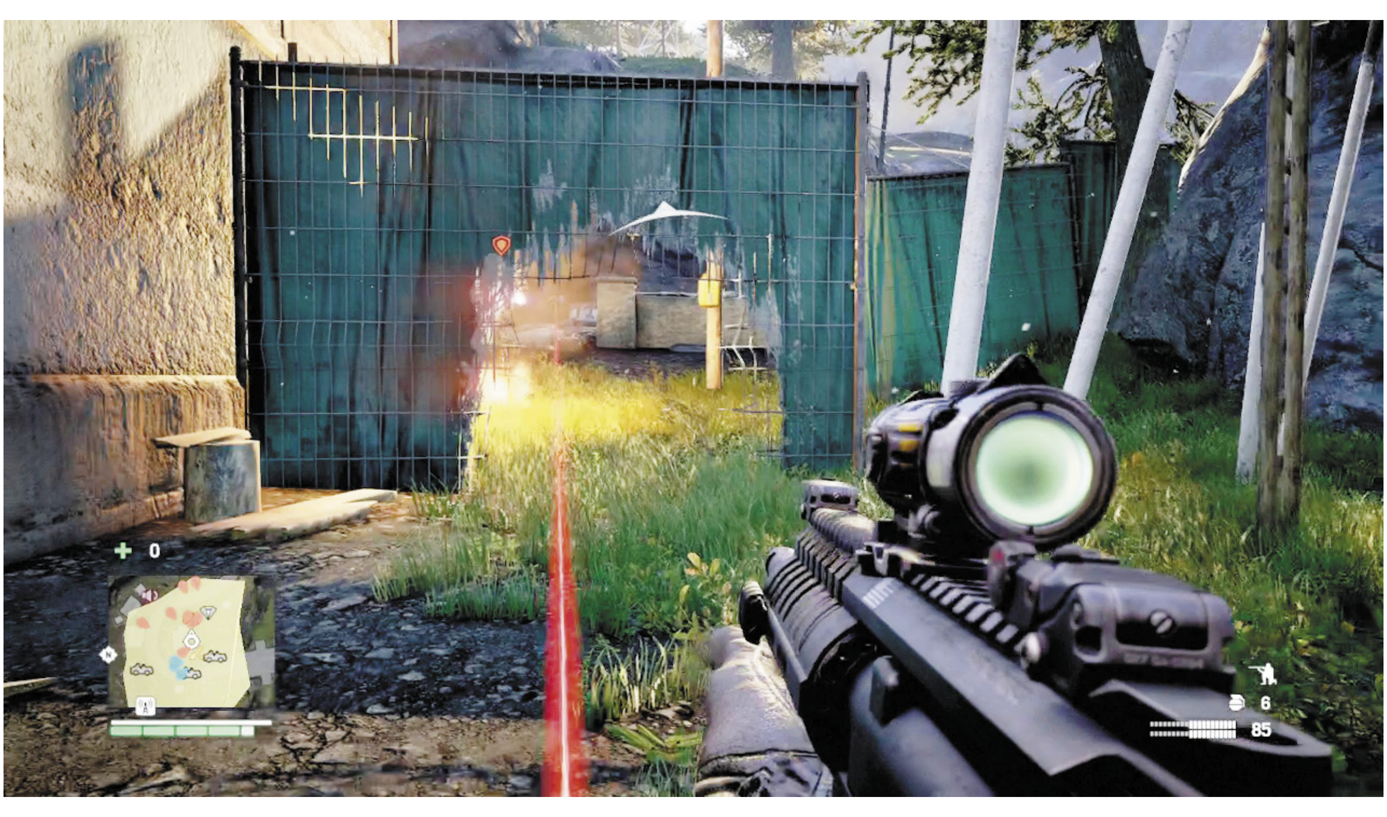
TIP

If things are still too chaotic, you *can* actually retreat. Run back toward the bridge and slide down to the riverbed, cross back to the safe side, and use grapple points to get back onto the high ground. You'll get a message that you're nearing the mission boundary, but if you hug the hill and curve back around toward the bridge, you won't fail the mission. Pause to heal and reload, and voila! You're back in the game. Just watch out for the mortar as you re-approach the battle.

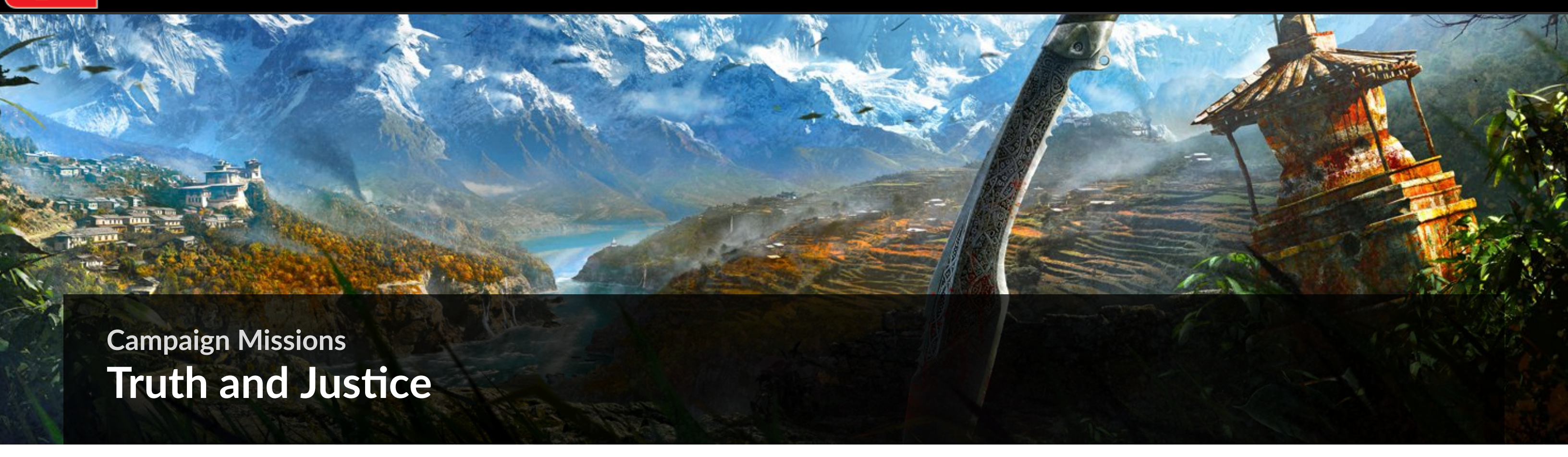


Don't underestimate the Royal Guard. They're tougher and better equipped than the Royal Army scrubs you've fought up until now.

Once the post is cleared, enter the mortar shack to broadcast the victory message and prepare for more enemies to arrive from the east. You could try to make your stand in the shack (or hit them with their own mortar), but it's easy to get overrun. You may want to instead head up a sniper tower or simply return to your spot at the bridge entrance, where it's easier to keep them all in front of you. The enemies are numerous, but the only ones you should really have to watch for are the heavy flamer and the pair of snipers.



After that, nothing left to do but loot the corpses and meet the Golden Path soldiers celebrating at the entrance. Congratulations! You can now access Northern Kyrat.

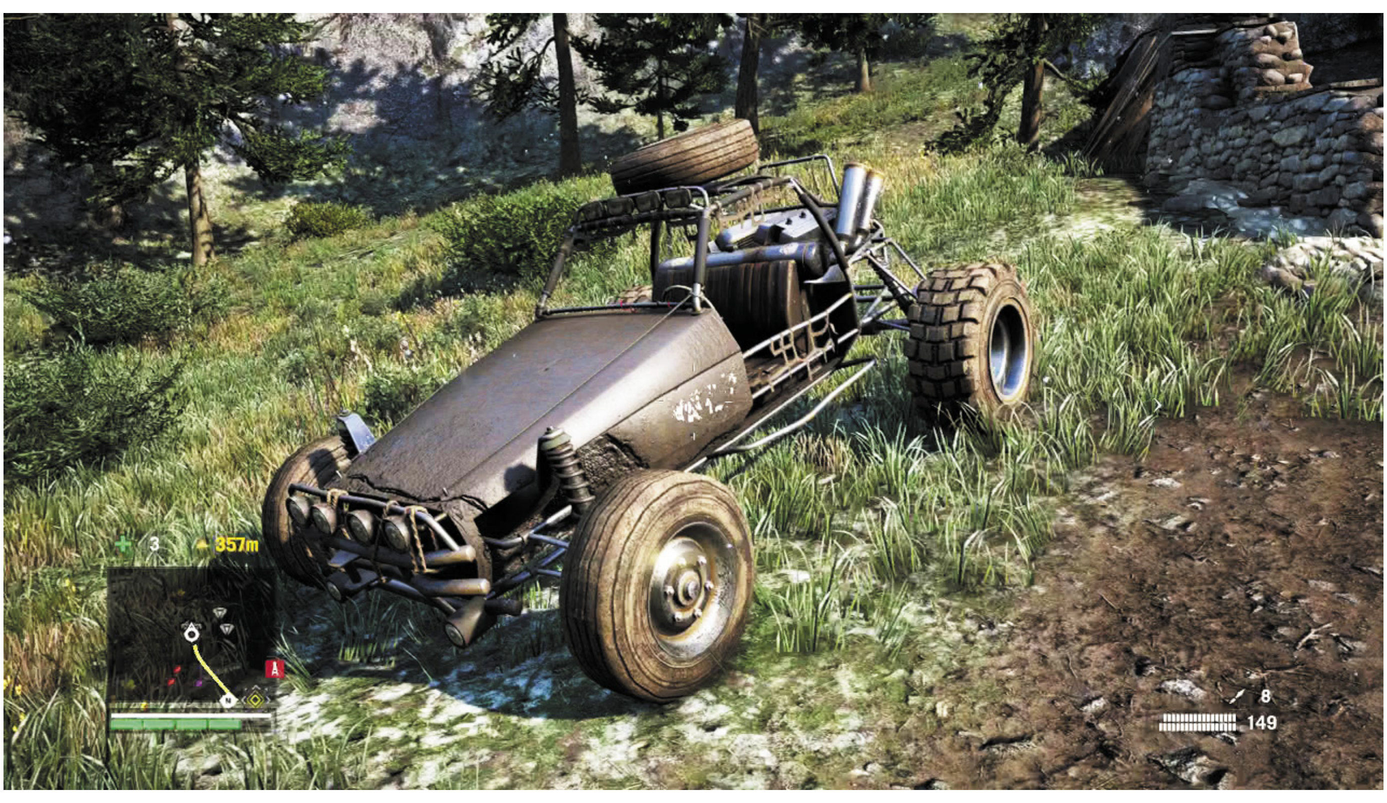


TIP

Before setting out on this mission, be sure you have the M79 grenade launcher equipped as your sidearm. There's one on a crate at the start of every Armed Escort side quest. You won't regret it.

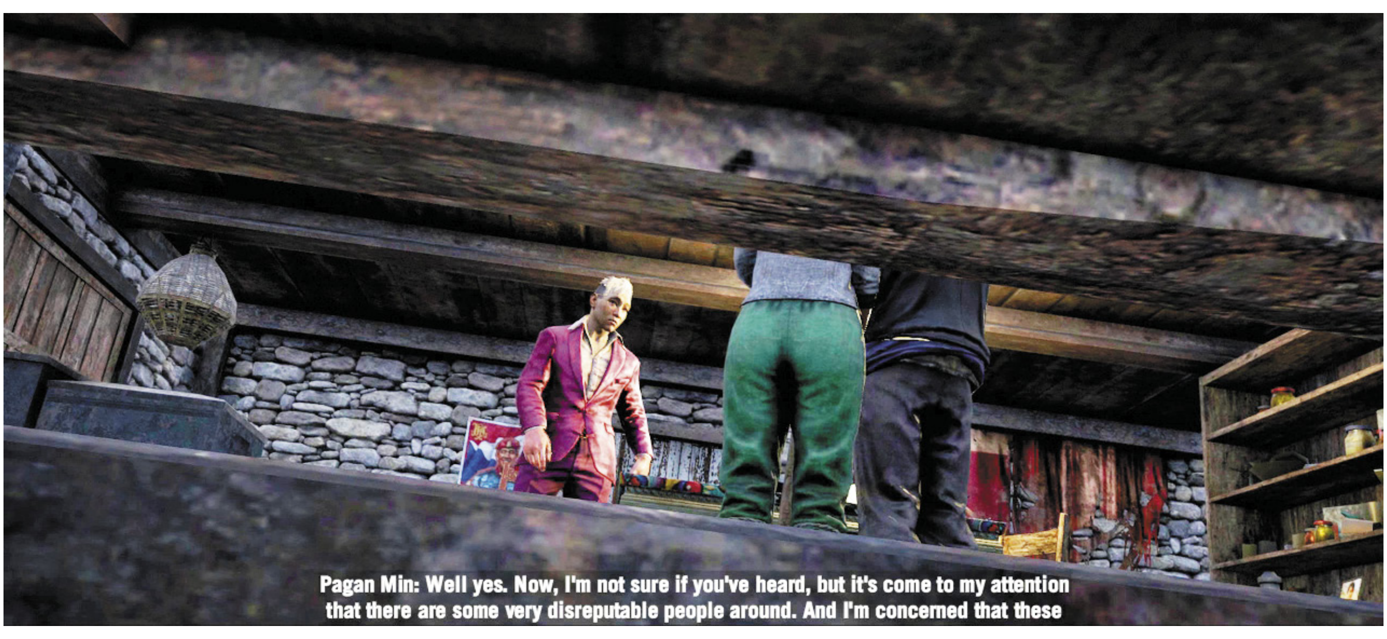
Simply getting to the assignment marker for this mission may present a challenge because Northern Kyrat is a much tougher hood to cruise than the balmy southern climes you've rolled through thus far.

But you still have a place to go and a job to do. The trick is finding the proper transportation. Your buzzer can make the trip now, although it's a long flight. One of Min's cargo trucks also makes a durable transport, if you can hijack one during one of the times you complete the Pagan's Wrath quest. Or, you can stay off the roads (where Min's soldiers tend to congregate) and check the farm at x:502 y:724 for a dune buggy.



It's even more fun to drive than it looks.

When you do make it to the town of Utkarsh, head to the marked house for a cutscene and an unwelcome visitor.

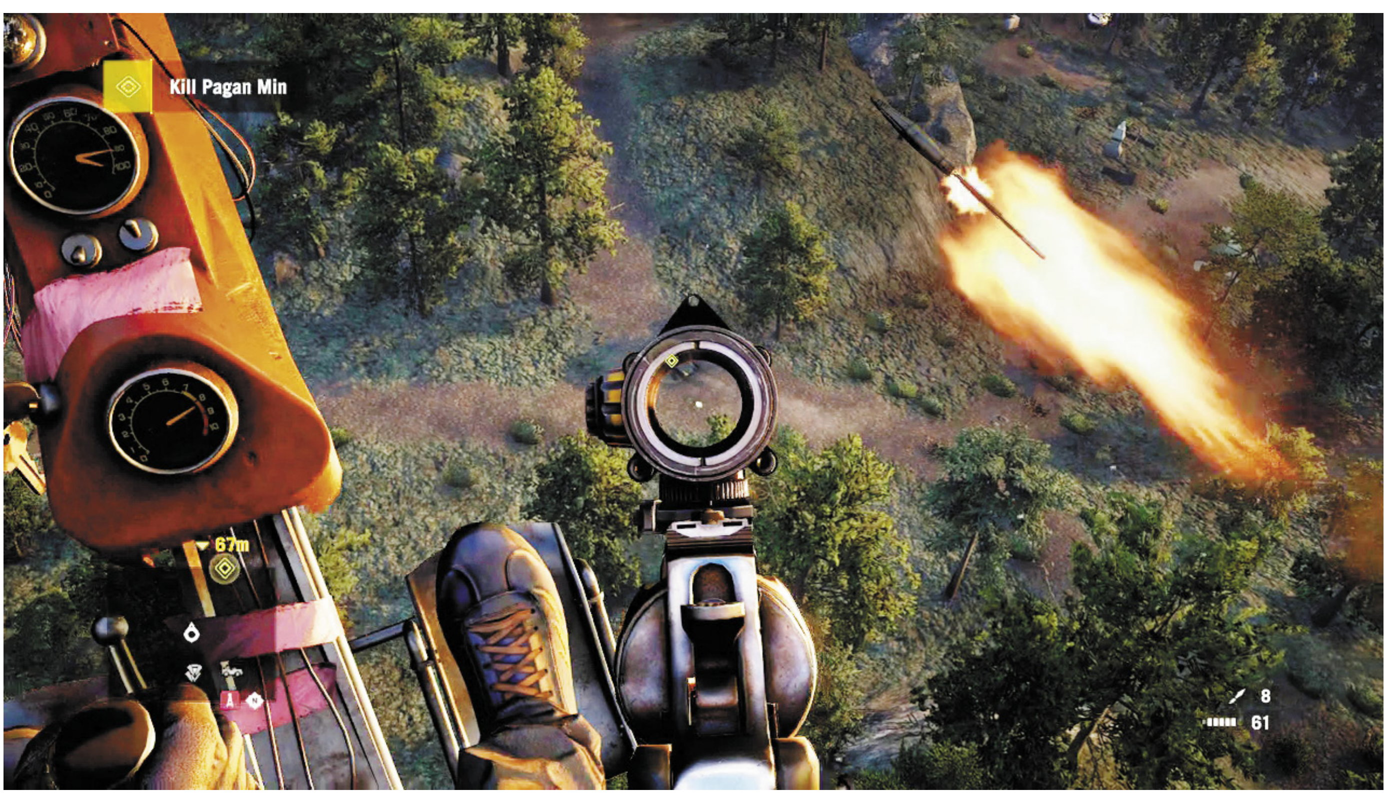


Pagan Min: Well yes. Now, I'm not sure if you've heard, but it's come to my attention that there are some very disreputable people around. And I'm concerned that these

After a quick shootout, you'll find yourself piloting a buzzer and trying to kill Min as he speeds away in a truck below you. The odds of you successfully capping Min are slim, but he'll pass a few explosive items you could try to snipe.

Or, you could just pull out your trusty M79 grenade launcher and blow the truck away.

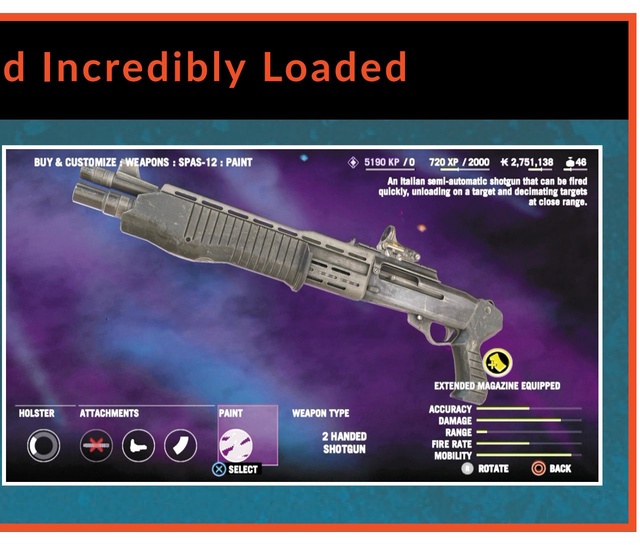
Barring that, when Min says "I'm almost to the safehouse", aim to intercept him at the tunnel entrance. He'll stop, get out of his truck, and give you a perfect chance to blast him.



Soldiers around the tower and Min's mountainside destination are equipped with rocket launchers. They're not great shots, but since you're basically flying a lawnmower, caution is still advised.

Even More Locked and Incredibly Loaded

Completing this mission will unlock a score of new weapons in the trading post. You'll obviously develop your own faves, but we'd be slacking if we didn't nudge you toward the D50 pistol, which boasts a high-capacity clip and higher damage than the .44 Magnum, and the rapid-firing SPAS-12 shotgun. They're almost guaranteed to up your game.



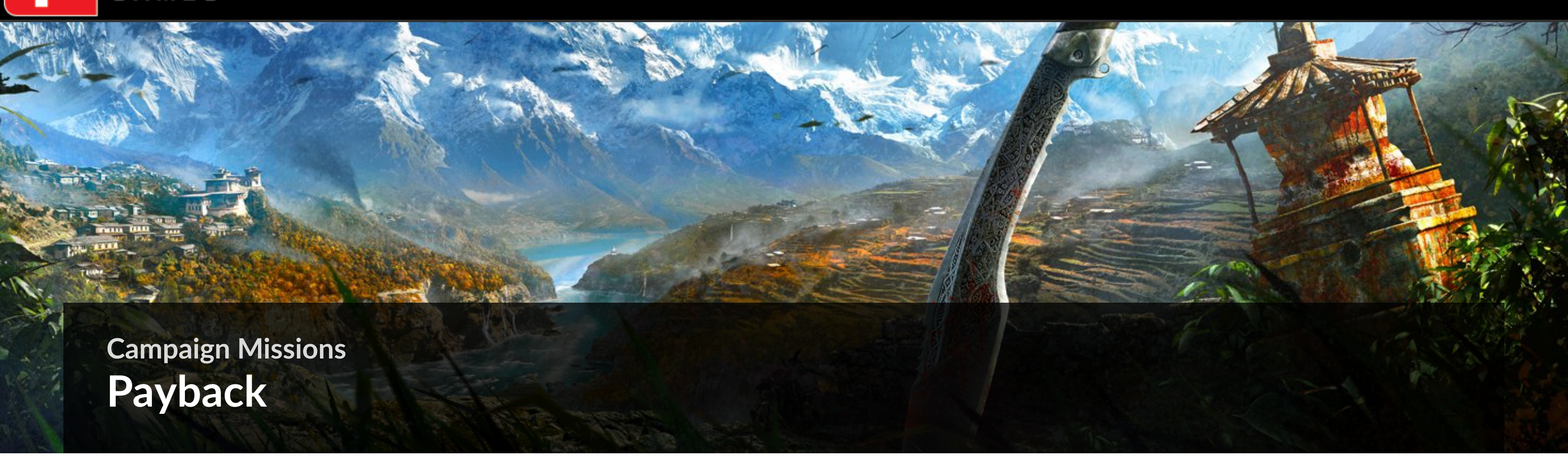
BUY & CUSTOMIZE : WEAPONS : SPAS-12 : PAINT

5190 KP / 0 720 XP / 2000 ₭ 2,751,138 46

An Italian semi-automatic shotgun that can be fired quickly, unloading on a target and decimating targets at close range.

EXTENDED MAGAZINE EQUIPPED

WEAPON TYPE: 2 HANDED SHOTGUN



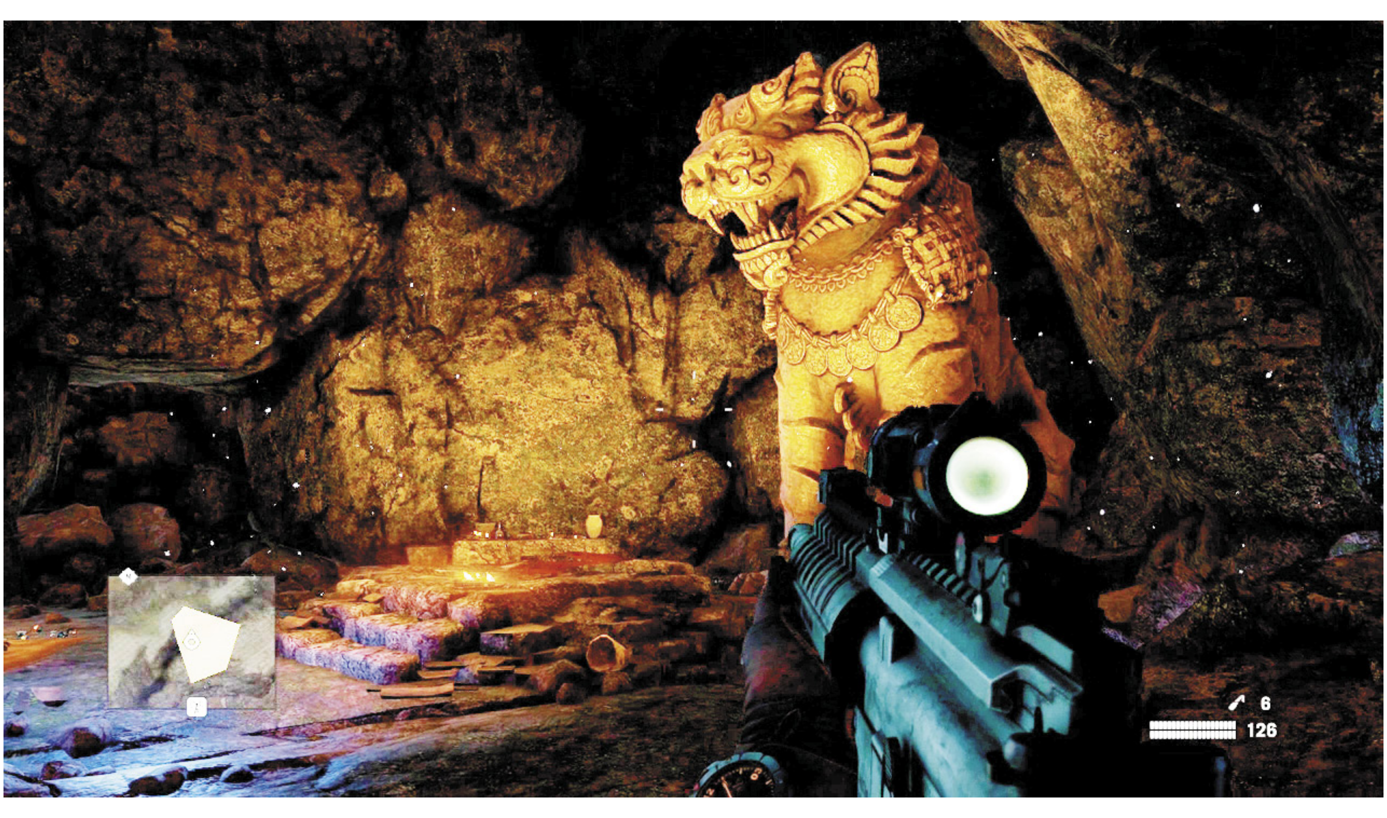
Payback

Amita: The mines. You know what to do.

Your attempt to take out Min may not work out as hoped, but it will open up two missions on the map—one personal and one for the Golden Path. Let's check out the personal one first. After a brief interlude to liberate a couple nearby towers (just a suggestion, but it'll make travel easier), head to newly discovered Ghumantu Camp at x:578 y:804 to receive an interesting challenge via Min's televised speech. Time to go after Yuma.

Head for the mines. To get there, run straight toward the marker until you hit the building with the poster on the second floor wall. When you hit the wall of rock, follow the path to the right until it curves back into the mountains at about x:604 y:833. This trail will lead you to the excavation site.

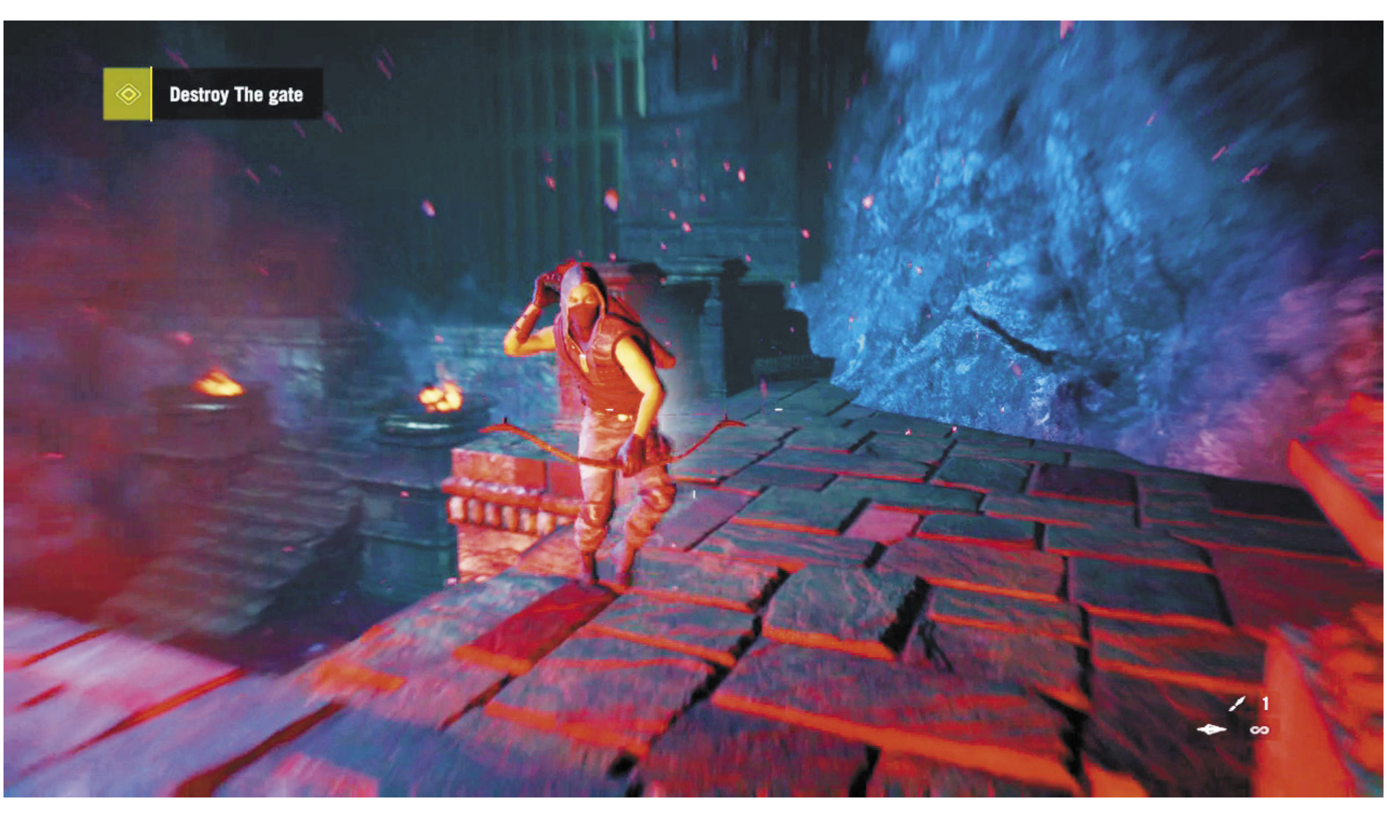
Delve into the cave. A passage on the left leads to a room with a massive gold statue.



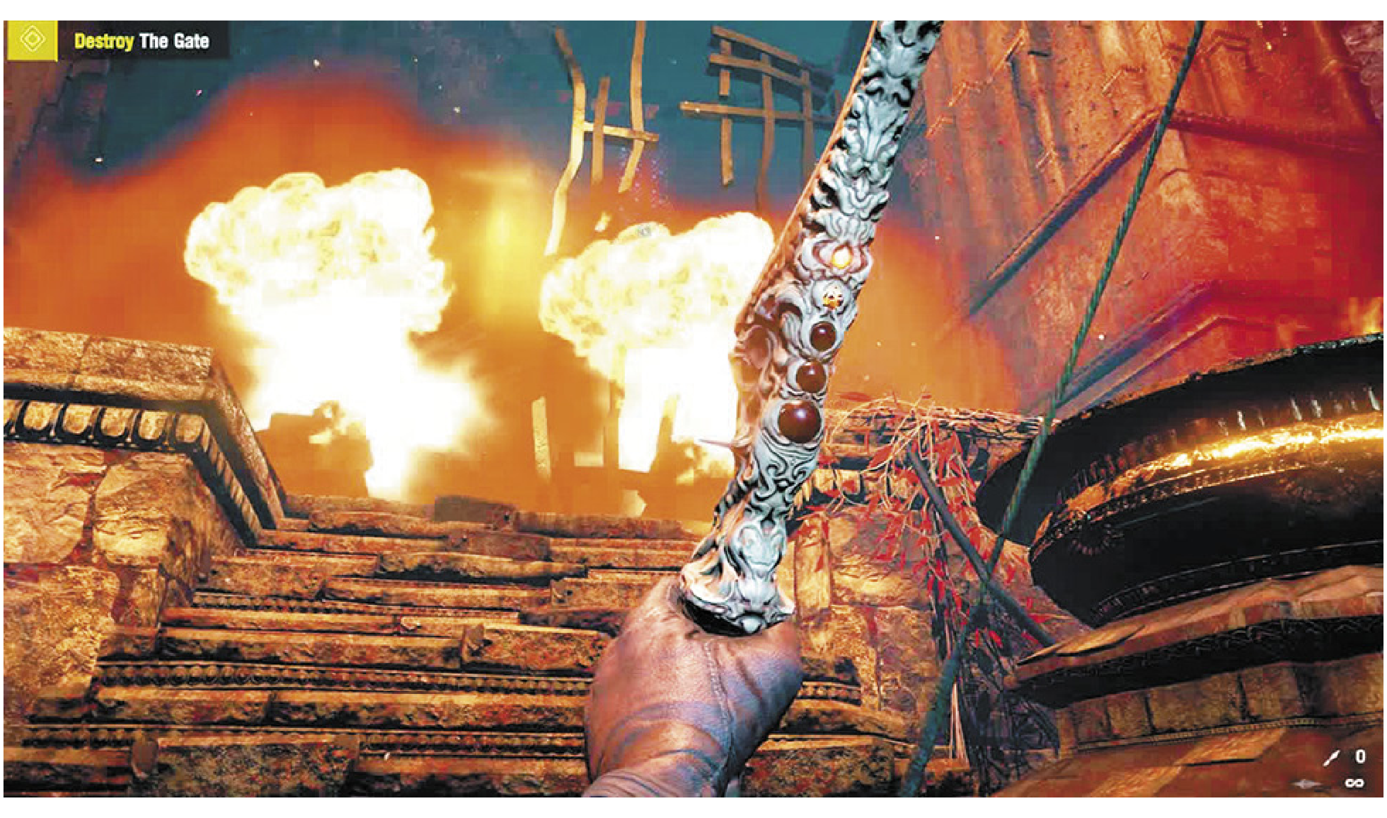
Examine the letter on the table to the side of the statue. And get ready for a visitor.

Aaaaand you're drugged up again.

Stumble forward through the hallucinations. When you reach a room full of hunters, wipe them out. Your takedowns still work here, incidentally.

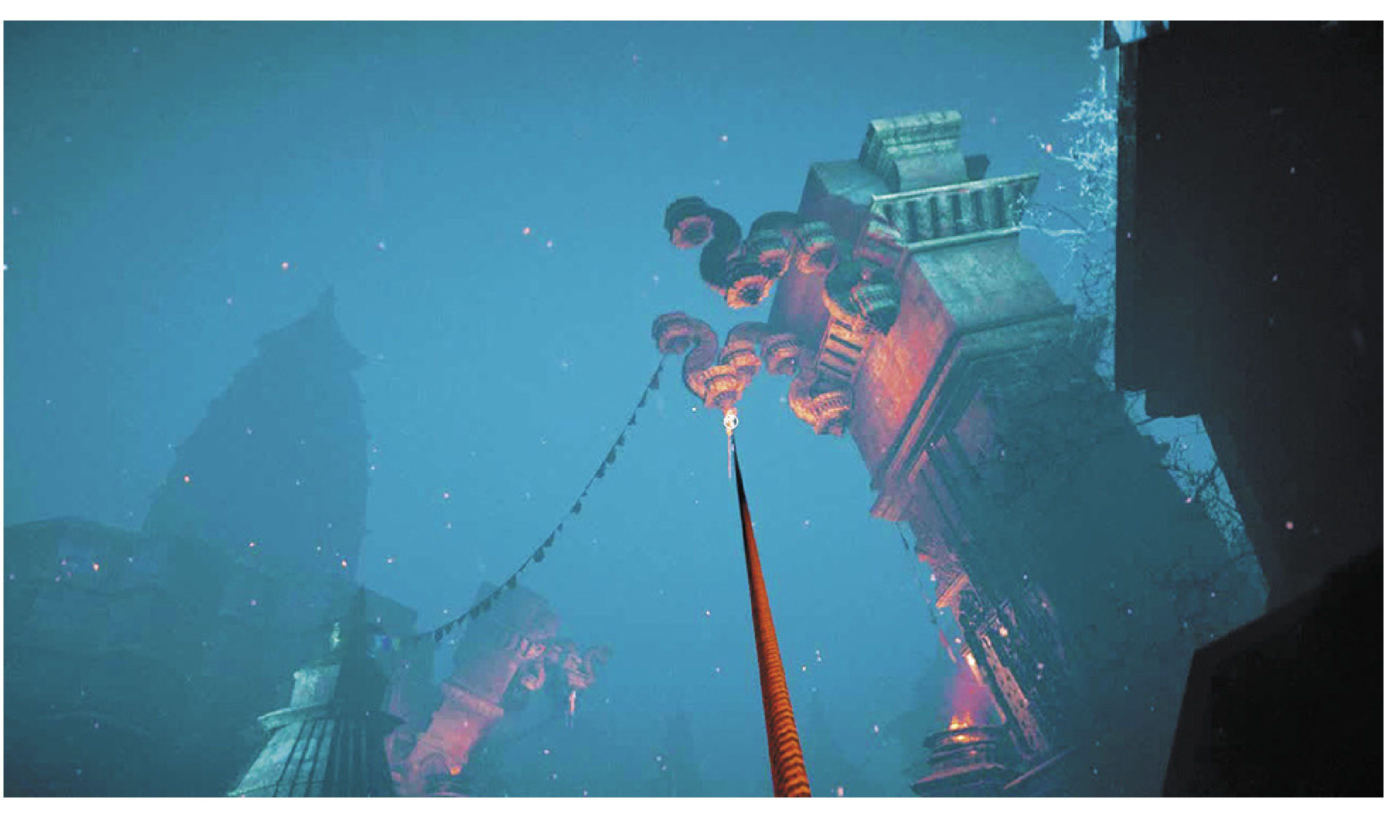


Once they're down, shoot one of the lit urns just past the ironwork gate.

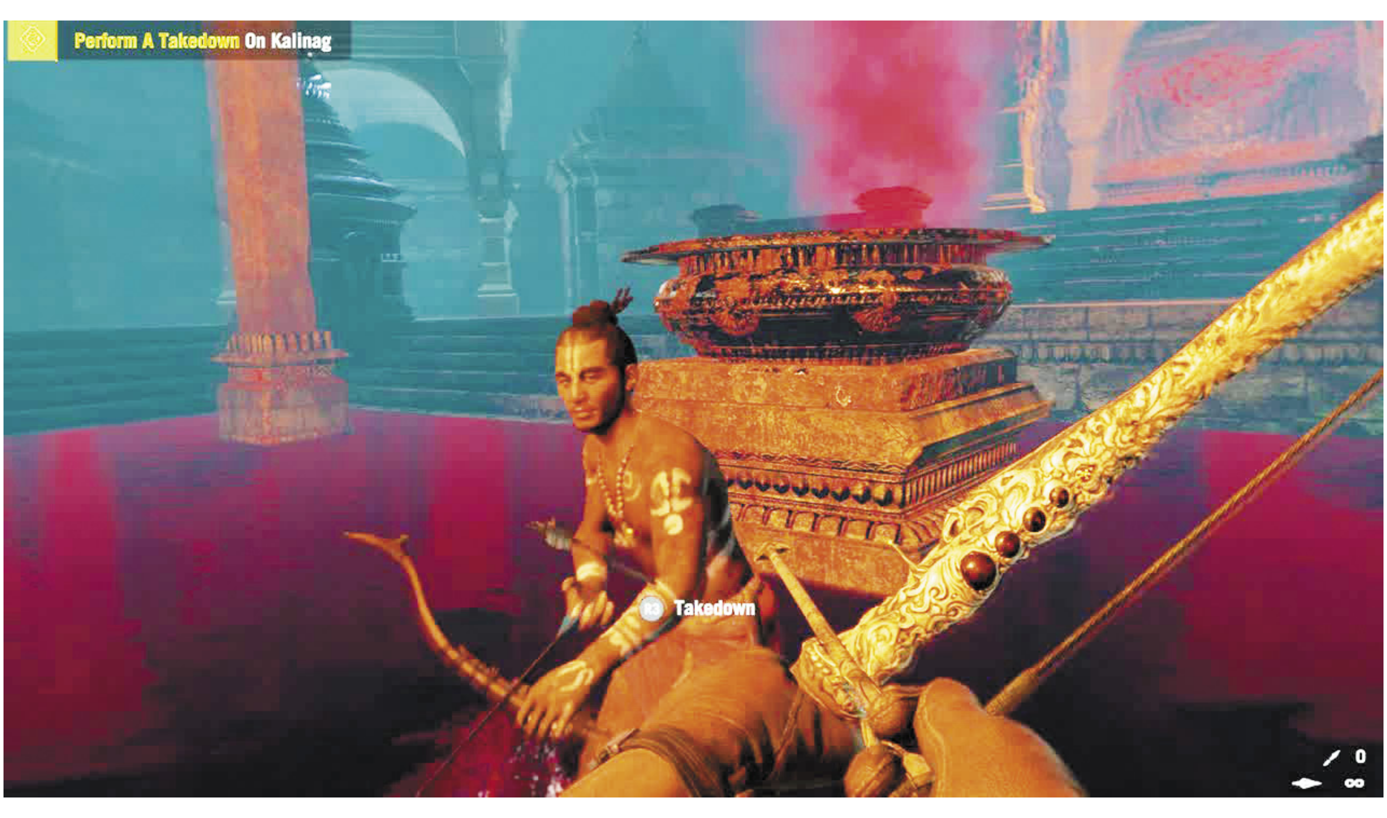


Next comes an extended sequence of grapples. Despite the different look, if you steer into them, they shouldn't prove too threatening. Remember, you don't have to take them all in a row. Treat each one like a separate jump if it helps.

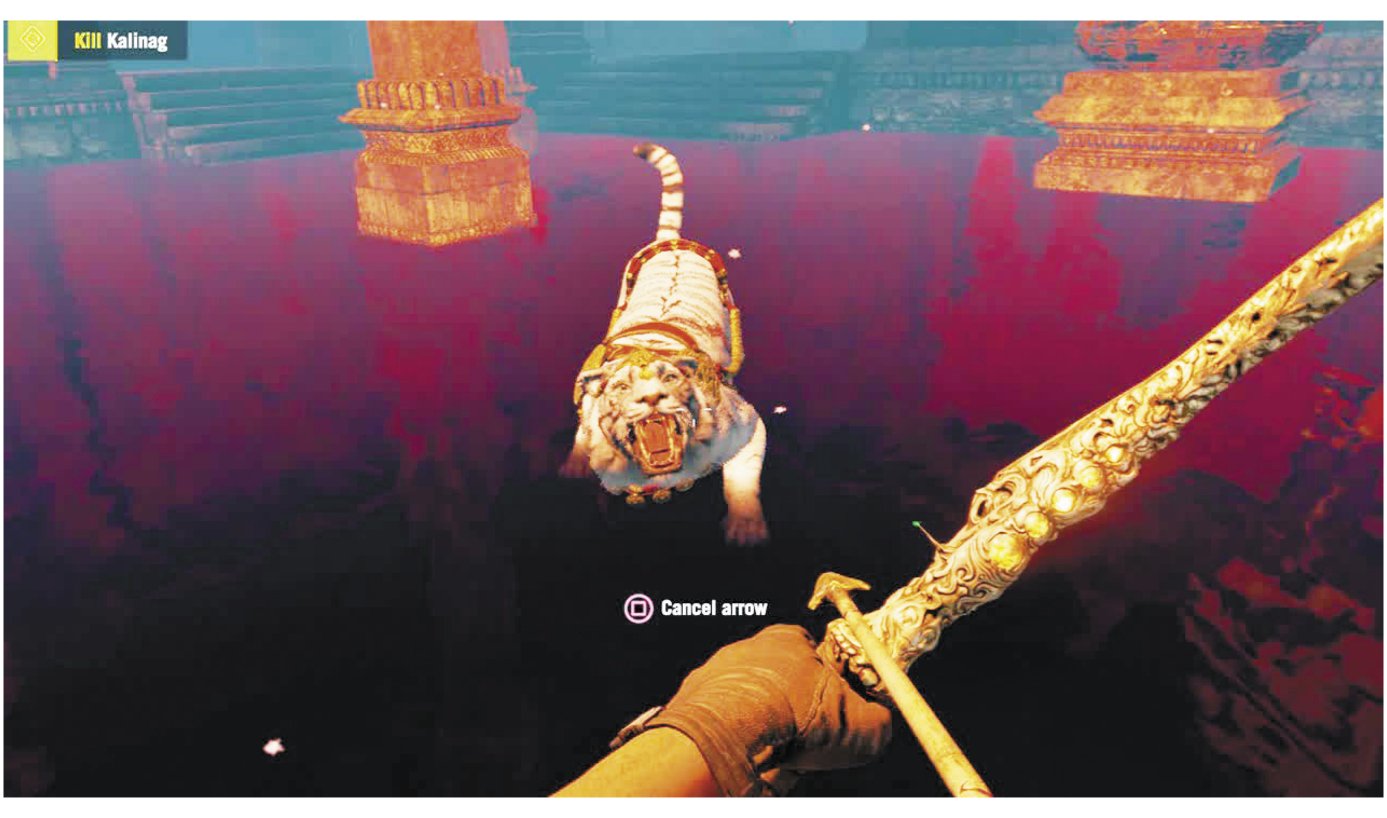
The dismount from the last grapple can be tricky. Release too low, you'll smack into the cliff. Too high, and the fall to land will kill you. There is a sweet spot in there, but trying it yourself and tweaking your timing accordingly is the only way to find it.



After this, wander back through the tunnels and yet more hallucinations to finally reach a good, old-fashioned boss fight against Kalinag.



The biggest problem here is keeping track of Kalinag, who tends to teleport to another part of the arena just as you get a bead on him. When you do finally get an arrow into him, he'll drop to his knees. Rush in (you can totally walk on the blood water) and do a takedown. But don't think it's over.



He'll reappear, accompanied by hunters and a familiar-looking white tiger. This is good, in that they're easier to hit than Kalinag, but bad in that the tiger likes to charge straight in and pounce-tackle you. Take the helpers out early and target Kalinag when you can. The third time you connect on a takedown, he should go down for good and the hallucination (along with the mission) will end.

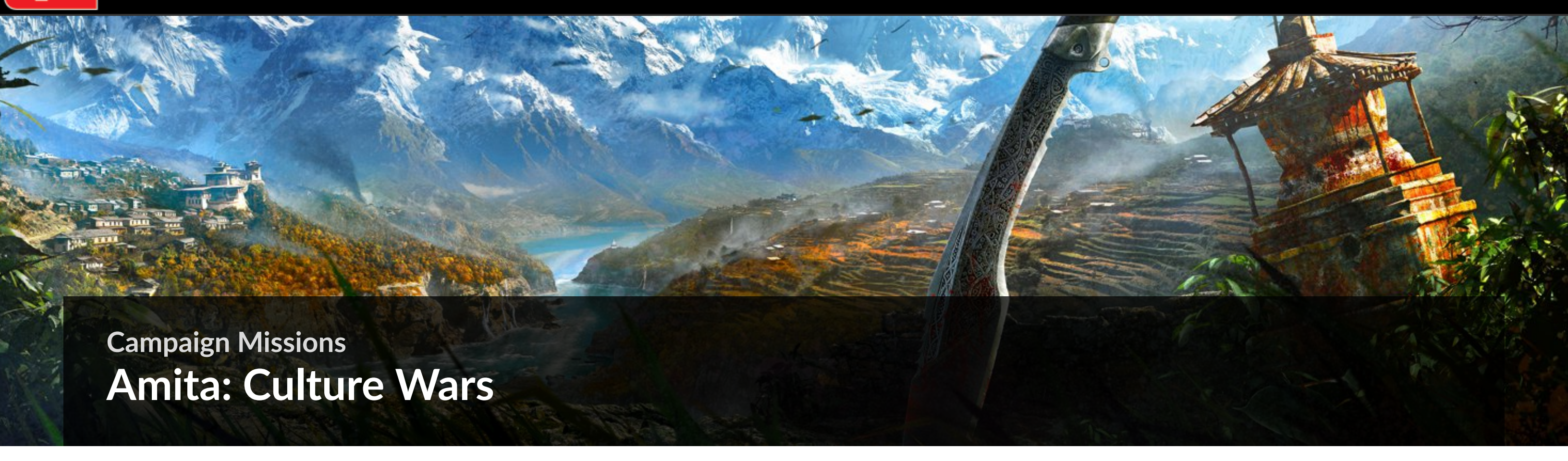
TIP

Don't overlook the explosive urns rimming the whole arena. Kalinag tends to teleport to spots around the edge, so you may be able to catch him in a blast if you're quick. Even if you can't get the main man, they're a great way to dispose of the hunters or the tiger.

Tarun Matara or teenage girl? Bhadra leaves it up to you to determine her fate.

Now for the Golden Path mission. As usual, Sabal and Amita have some dirty work for you to do. And as usual, they have exactly opposite concepts of what exactly that dirty work is. So torch the poster in the meeting hall and decide whether you want to follow Amita's command to tear down Jalendu Temple or respect Sabal's wish to protect it.

Be warned: This is the last Amita vs. Sabal choice you'll have to make, and both leaders have two unique follow-up missions after this one. So whatever choice you make here will lock you into that leader's specific story ending and missions—and lock you out of the other leader's story and missions.



Amita: Culture Wars

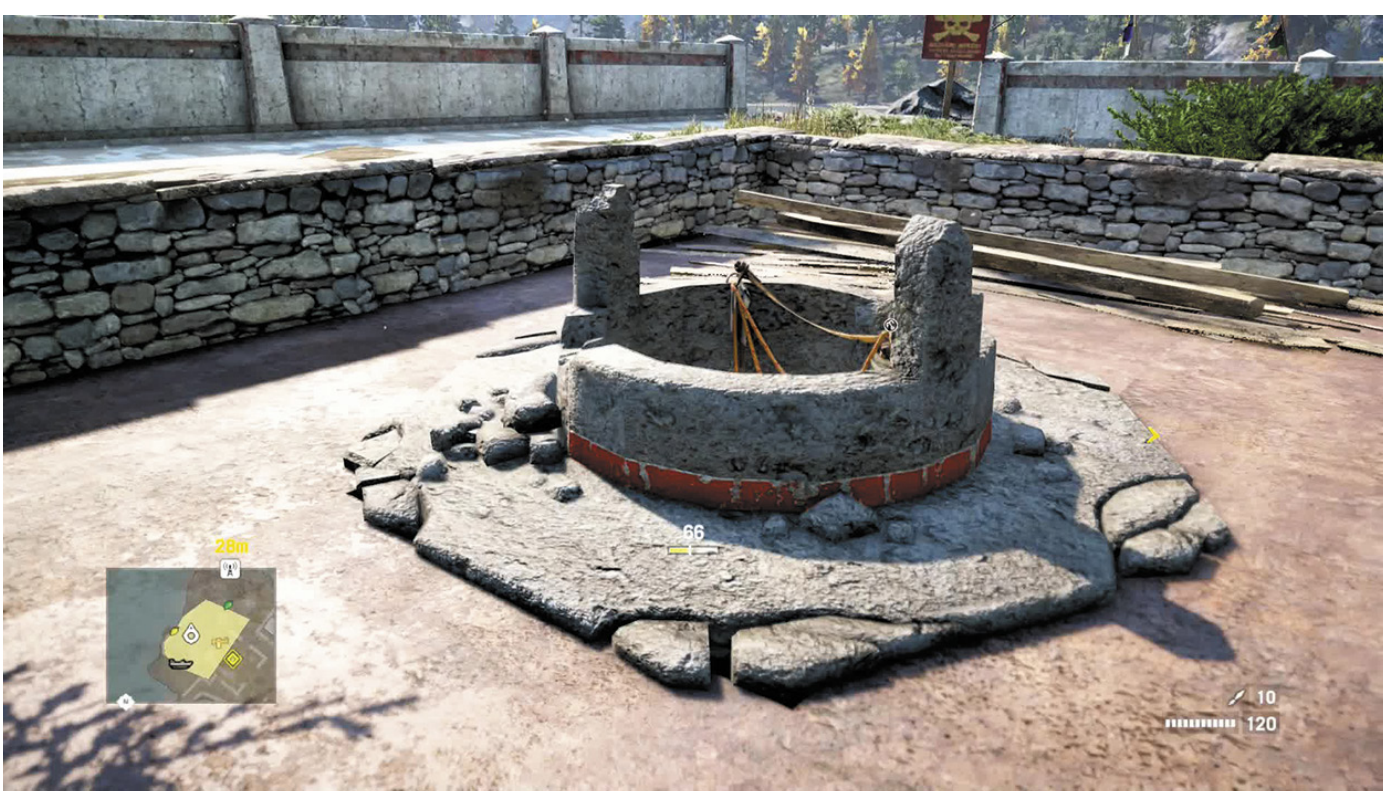
Amita: This isn't just about destroying the temple. This is about sending a message to everyone; it's a new day for Kyrat. We're no longer shackled to the past. Without the Tarun Matara, we will expose Sabal for what he really is... a simple-minded fool

Amita wants you to pilfer anything that looks particularly valuable, but her exact words regarding the temple itself are, "I want you to crush it into dust." Tough to misinterpret that mission objective, isn't it?

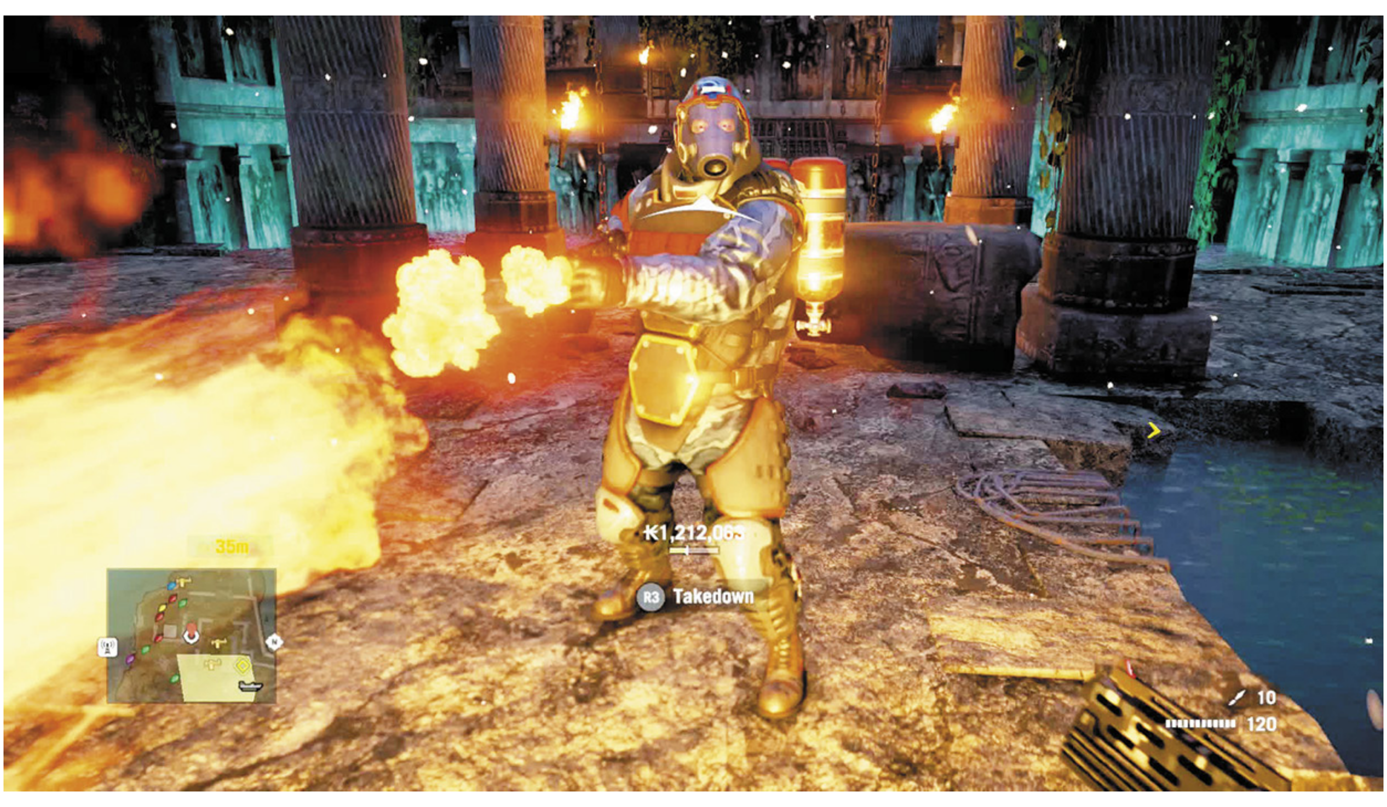
Make your way to the water and either swim or catch a ride on the Golden Path boat to the temple island. If you swim, stay underwater as much as you can to avoid giving the patrol boats and soldiers on duty target practice.

Climb ashore anywhere you like. The temple as a whole is lightly guarded (until they see you and call in reinforcements, at least), and stealth isn't necessary here.

Your objective is to access the vault below the temple. You should find an open stairway leading down at the base of the tower. If it's boarded up, seek out the well to the east of the tower and take a plunge.



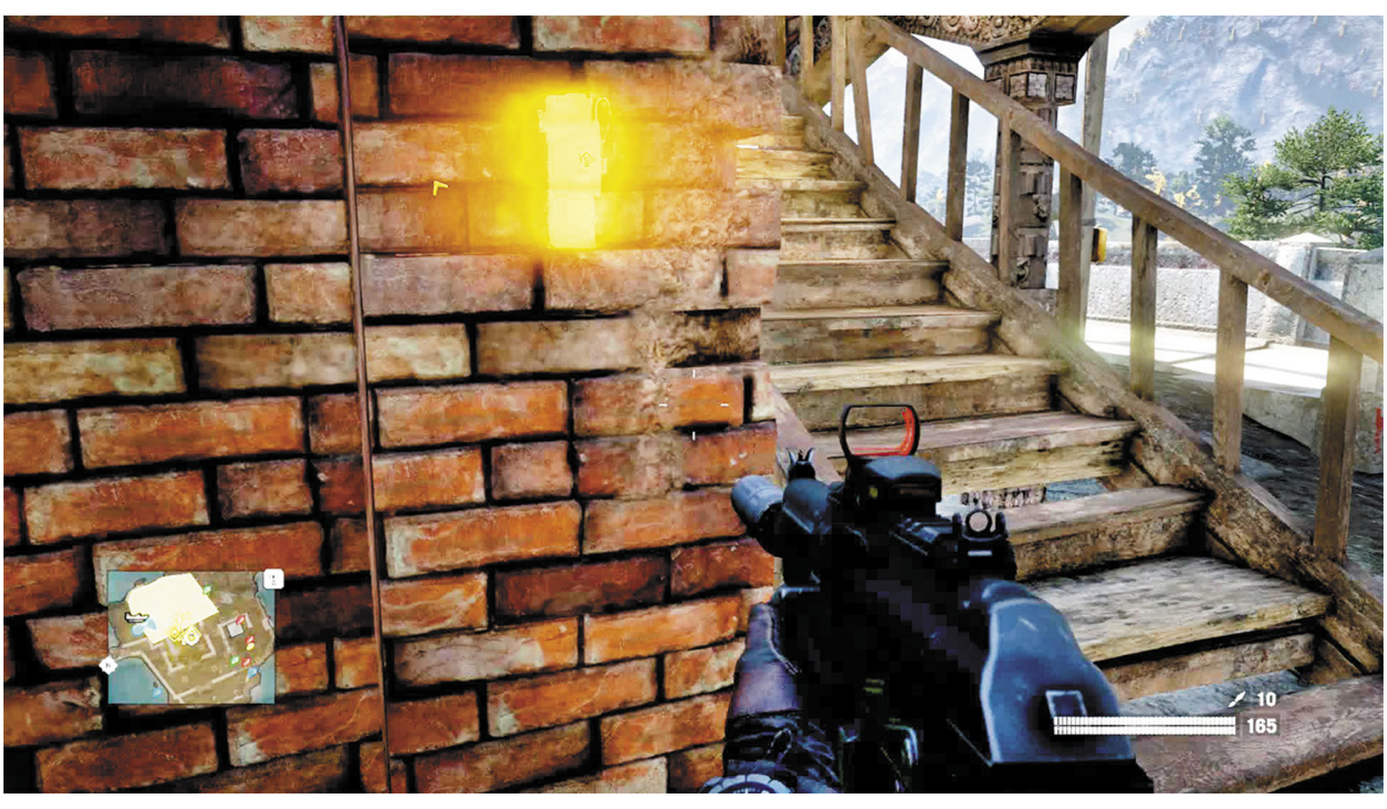
In the well, you'll find an underwater tunnel that forks (stick to the left) and lets you out in a basement-like area filled with stone walkways, water lilies, and a couple soldiers. The stairway will bring you to the same place. However you arrive here, the bad guys won't know what hit 'em.



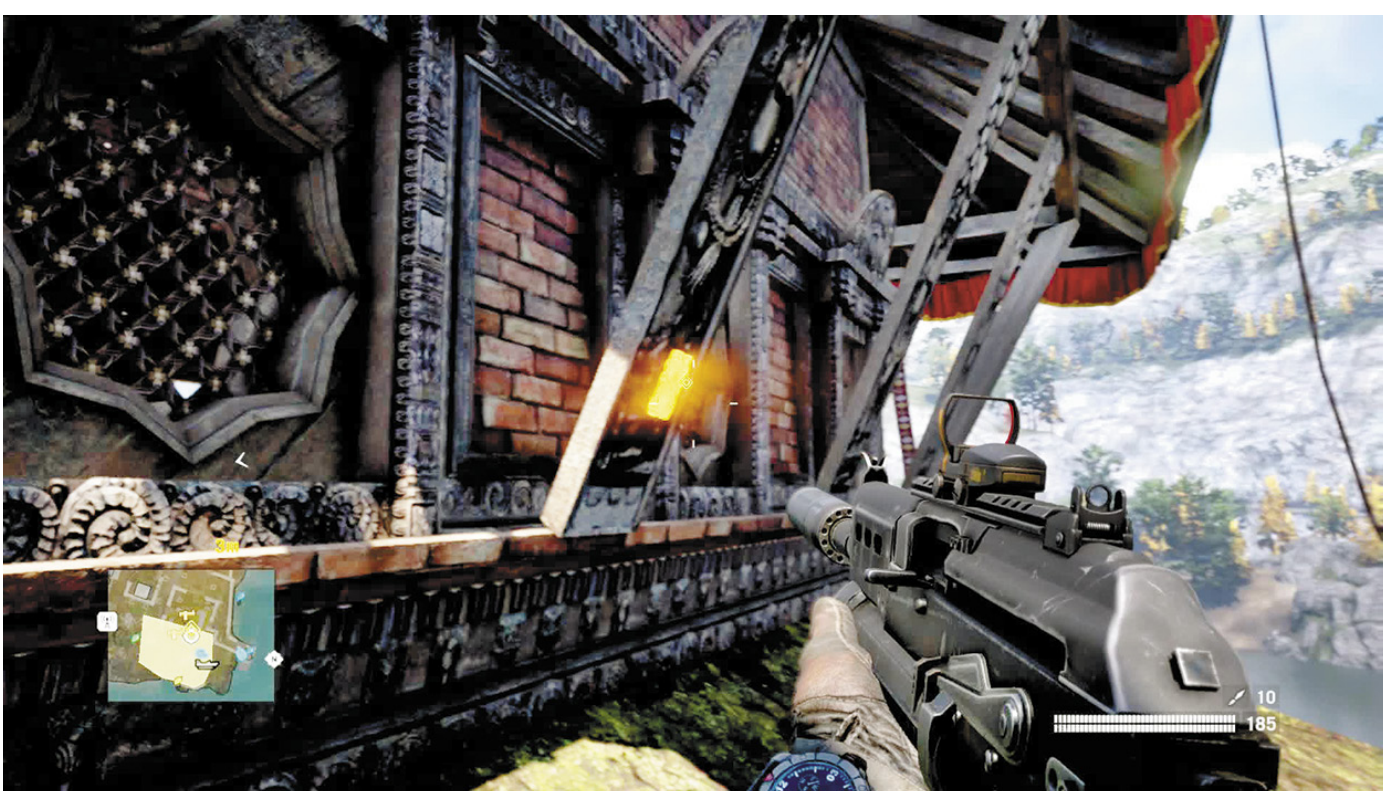
Take the metal ramp up, turn right at the T, and follow the winding path. When it branches again, take the left fork to a small wooden bridge and an ammo crate, then return and follow the right fork to an iron gate. Use the lever in the wall to open the gate and let your Golden Path comrades in from the boat garage.

Now that you've satisfied the "access the vault" portion of your mission, you can switch to the "crush it to dust" part. Grab the satchel charges as instructed (you may have to use a C4 to coax the game into letting you pick them up) and run out the parking area to the stairs and up to the temple grounds.

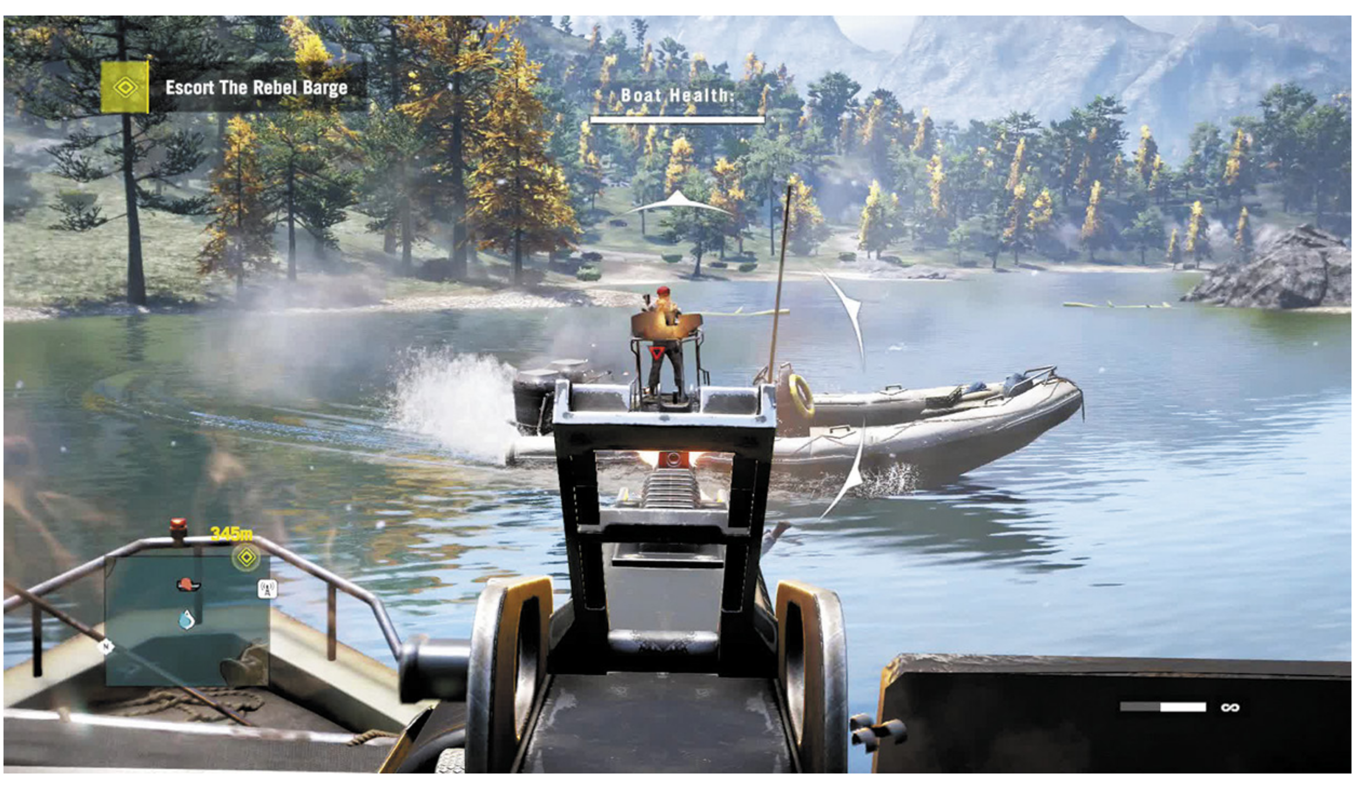
More soldiers will have arrived, but they're pushovers at this point. Get them out of the way or run right past them and slap the first explosive onto the glowing yellow spot on the temple wall.



Next, go up two flights of stairs to the third floor, then skirt around the roof to the grenade launcher. Take the ladder beside the launcher to the fourth floor. Follow the roof around to the north to plant the second charge.



Charges set, ride the zipline over your shoulder to the boat and jump into the gun turret. The Royal Guard is coming by land, sea, and air to send you to the bottom. As you fend them off, be sure to watch for the temple coming down.

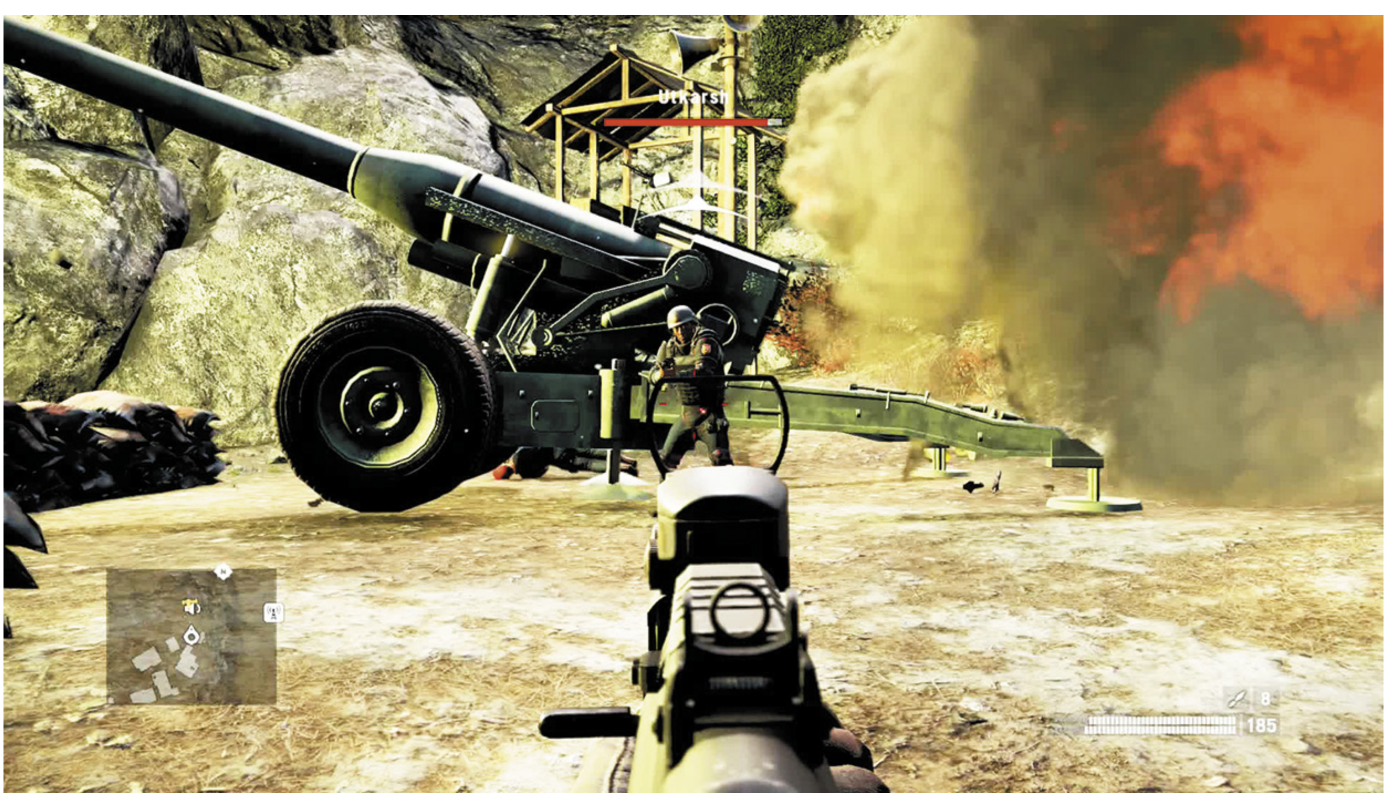


Boat Health
282m

CAUTION

The Golden Path has boats on the water, too. Don't shoot anything that doesn't shoot you first.

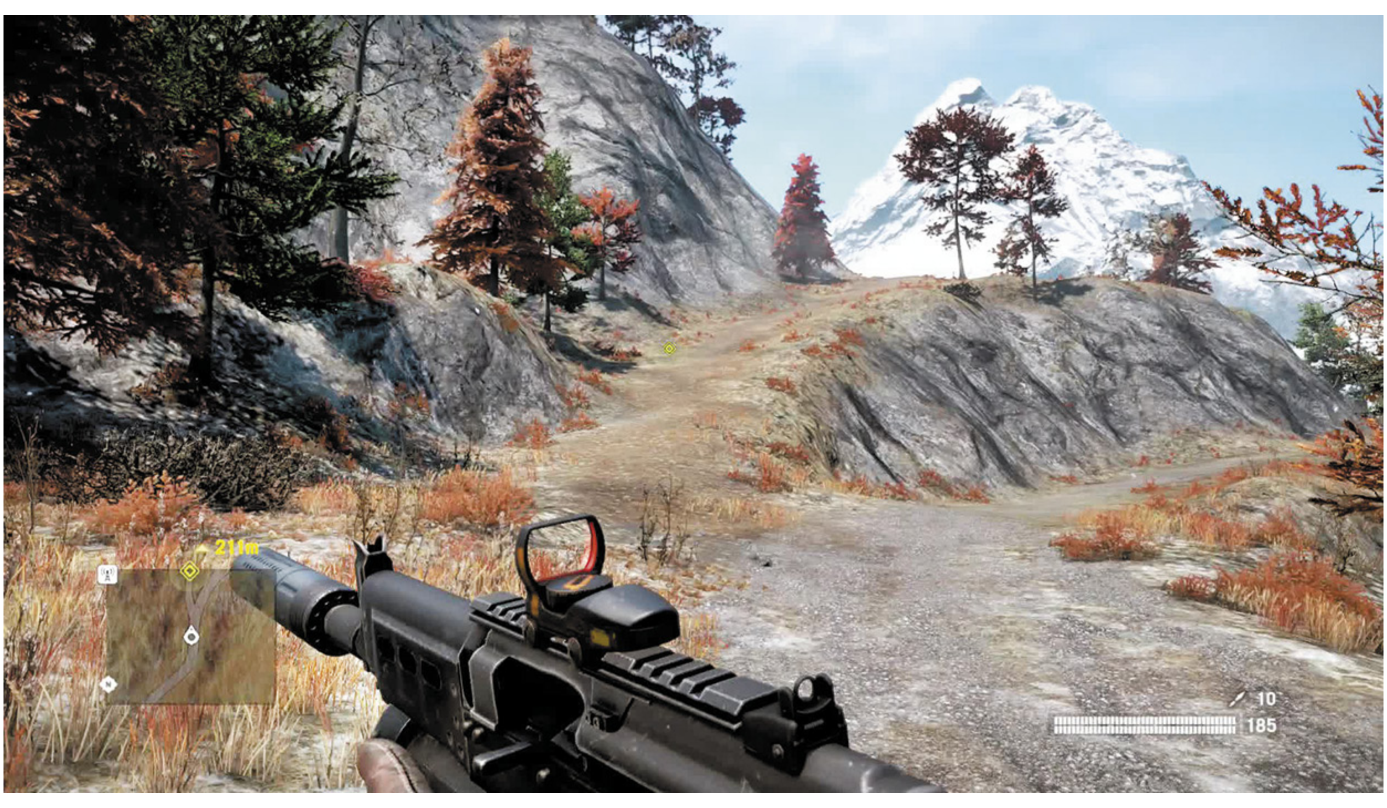
Amita: The Valley of Death



Back on the mainland, Amita sends you to destroy three artillery cannons before they can wipe Utkarsh off the map. The cannons are located in Kalesh, which would be a long drive in a straight line, let alone on twisting mountain roads. Take the nearby buzzer to make the trip more manageable. But park outside of town to the north, where the road forks.

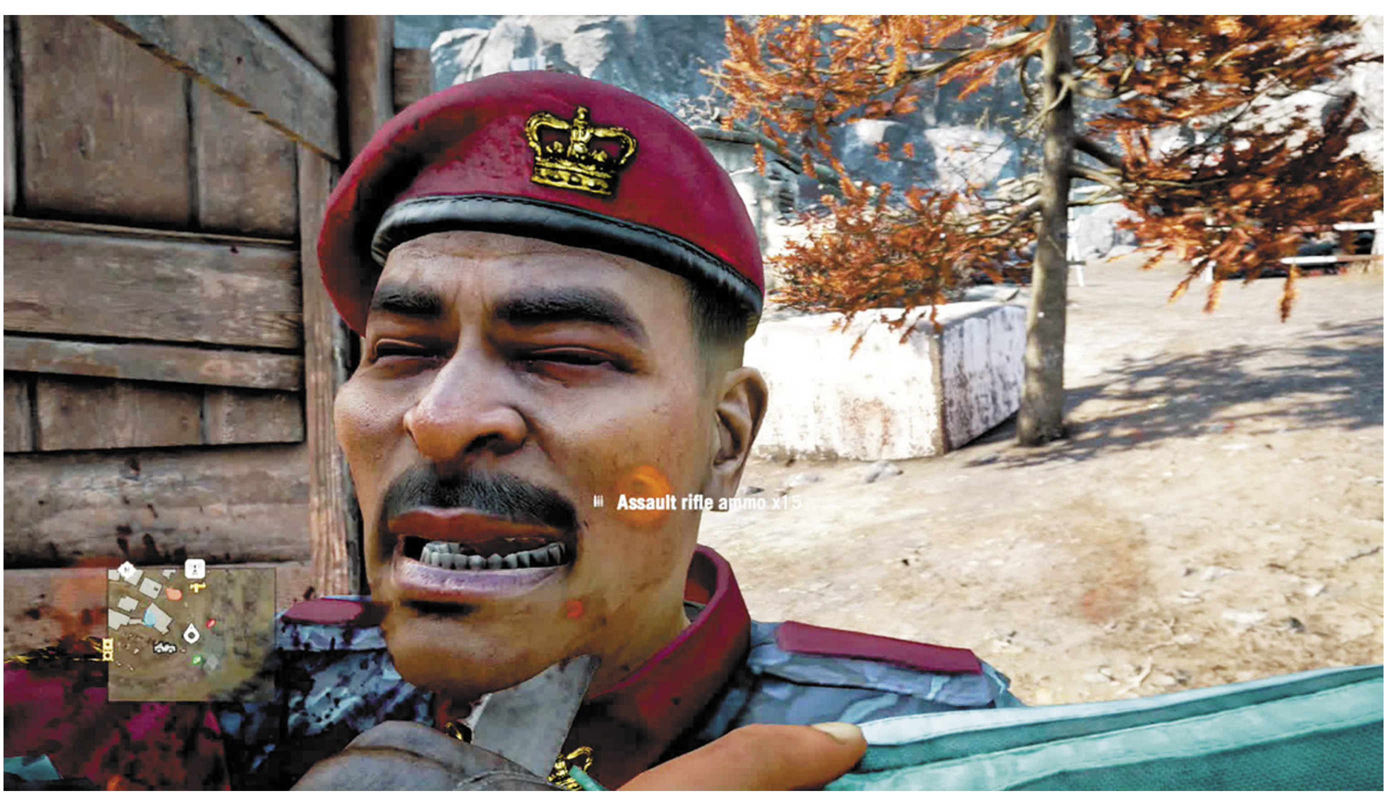
TIP

You may also want to grab whatever weapon you like to use to kill helicopters. Just in case.



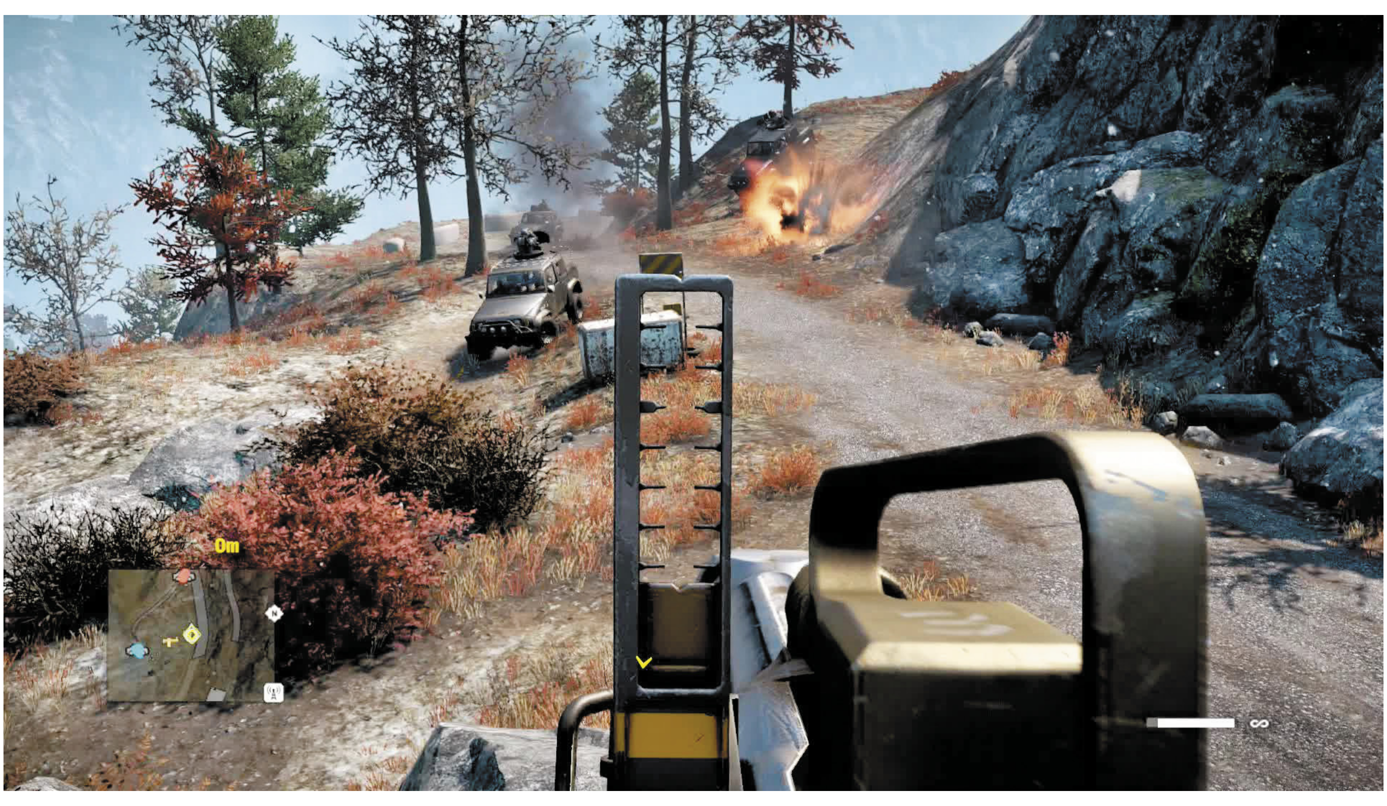
Stealth is tricky here. Kalesh is practically a fortress. High walls, sniper towers, mounted guns. And only one road in. Moreover, the cannons all live ten feet from an alarm pole and a mounted gun. So the defenders here can hit back. Hard.

You have three viable options. Take the left fork, a narrow trail with a sniper-rific view of much of the town. Or stick with the right fork and charge up the main road while holding down the trigger. By now, you should have the skills and the weaponry to make either strategy look easy. Your third choice is to come up from the road to the west (look for a grapple just past the spot where the trail splits off to the south). From there, you can snipe or stealth your way to the southern cannon.

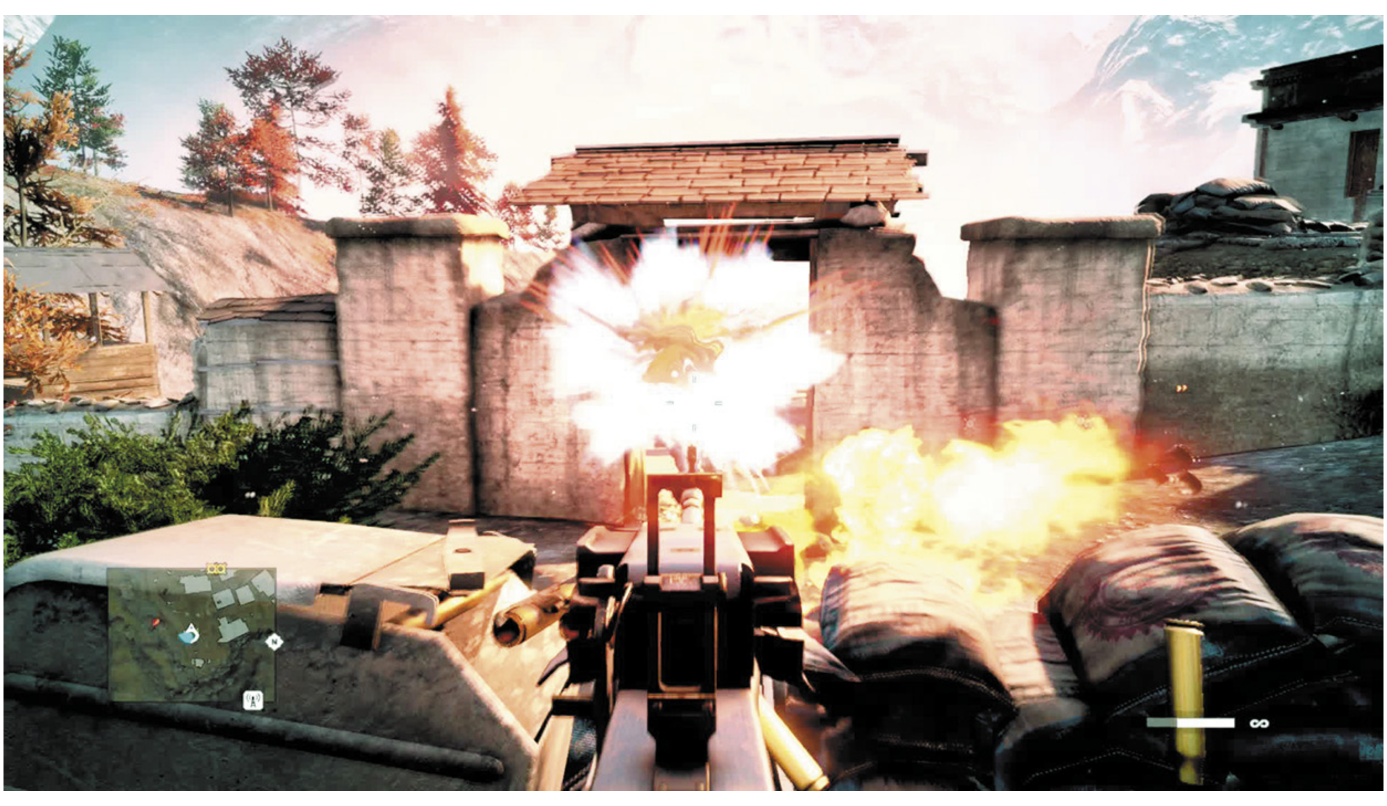


You actually can't damage the cannons even with C4, so focus on wiping out the soldiers. Then wipe out any reinforcements who show up wondering why the alarms are blaring and the cannons have stopped firing.

Once you've completely cleared the town of enemy soldiers, you'll need to meet a team of "sappers" at the gate. They'll come in with several technicals full of troops in hot pursuit, so jump into the guard tower on the south side of the road and man the grenade launcher.

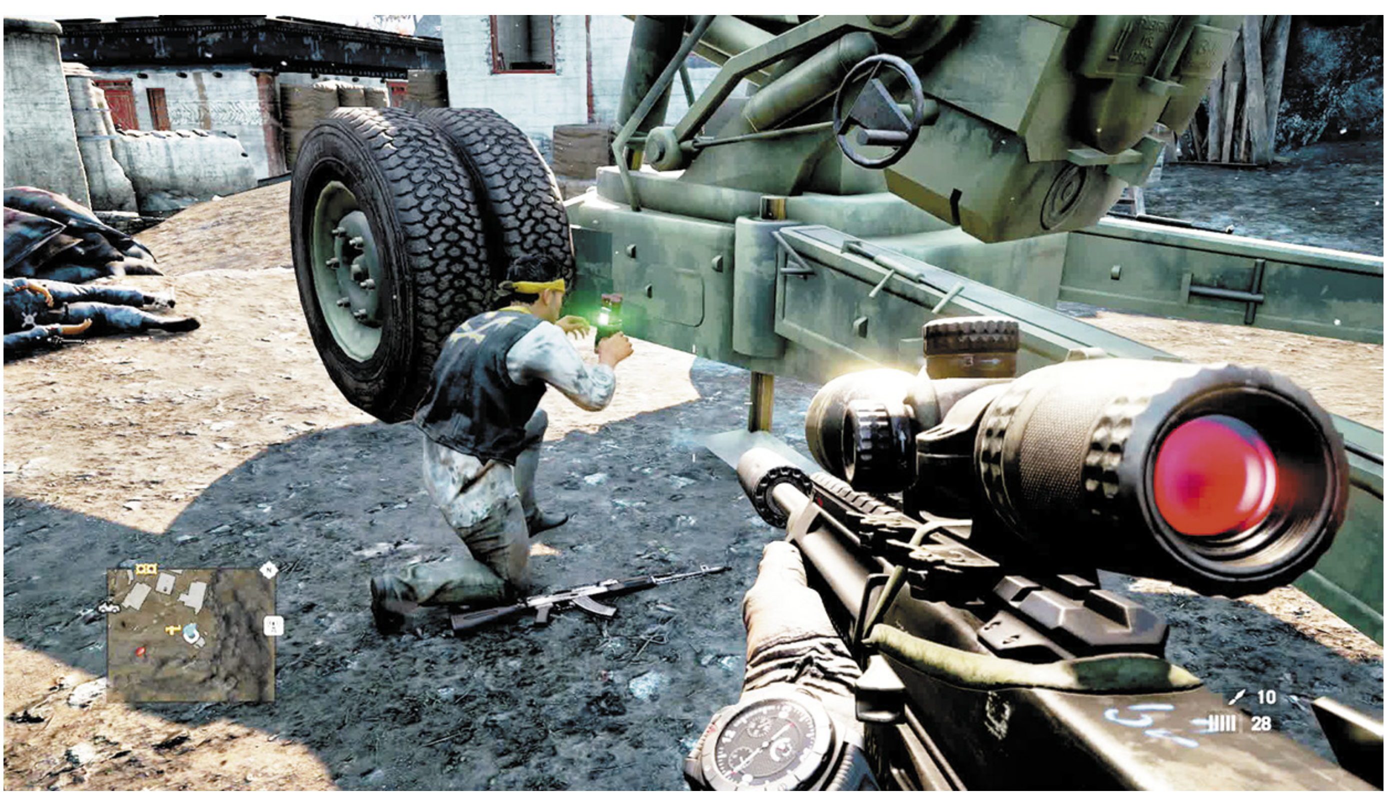


The Royal Guard isn't done yet. Once you've grenaded the first wave of technicals, you'll have only a few seconds to place mines in the road before reinforcements start rolling in. You'll have to deal with a couple helicopters as well, but remember there are mounted guns beside every cannon.



Will nailing a heavy flamer in the fuel tank ever not be fun?

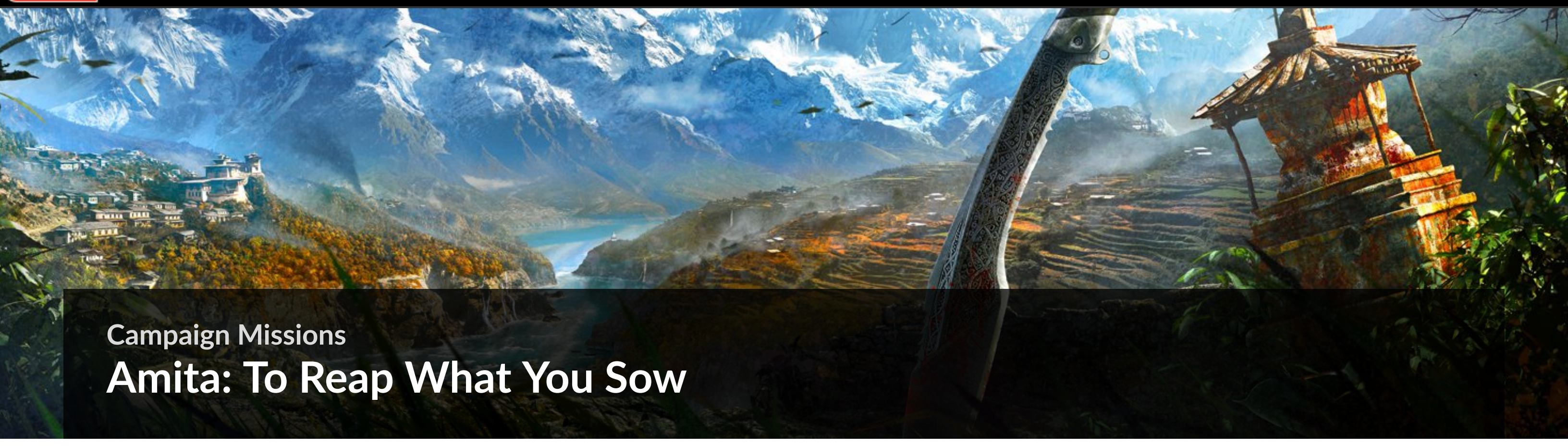
Above all, keep enemies away from the sappers, who abandon their task and scamper into cover at the slightest hint of danger, then have to start all over.



Once you've guarded the sappers through the demolition of all three artillery cannons (or set the explosives yourself because the sappers all got capped), the mission ends.

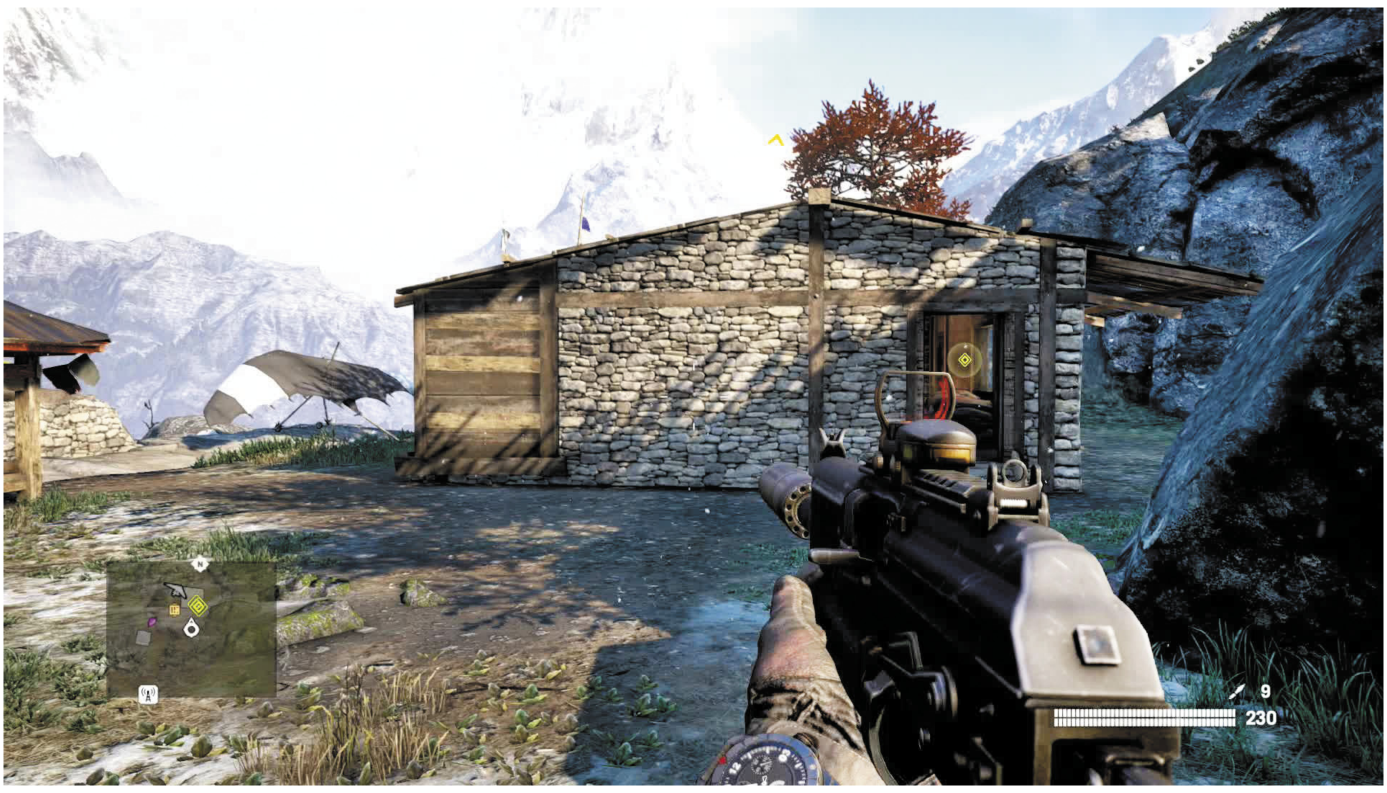
NOTE

Amita will tell you to finish up your side business at the end of this mission. This is because the next mission triggers the campaign's endgame. But once the story is done, you'll get free reign of the open world again, and any side missions you haven't completed will still be available.



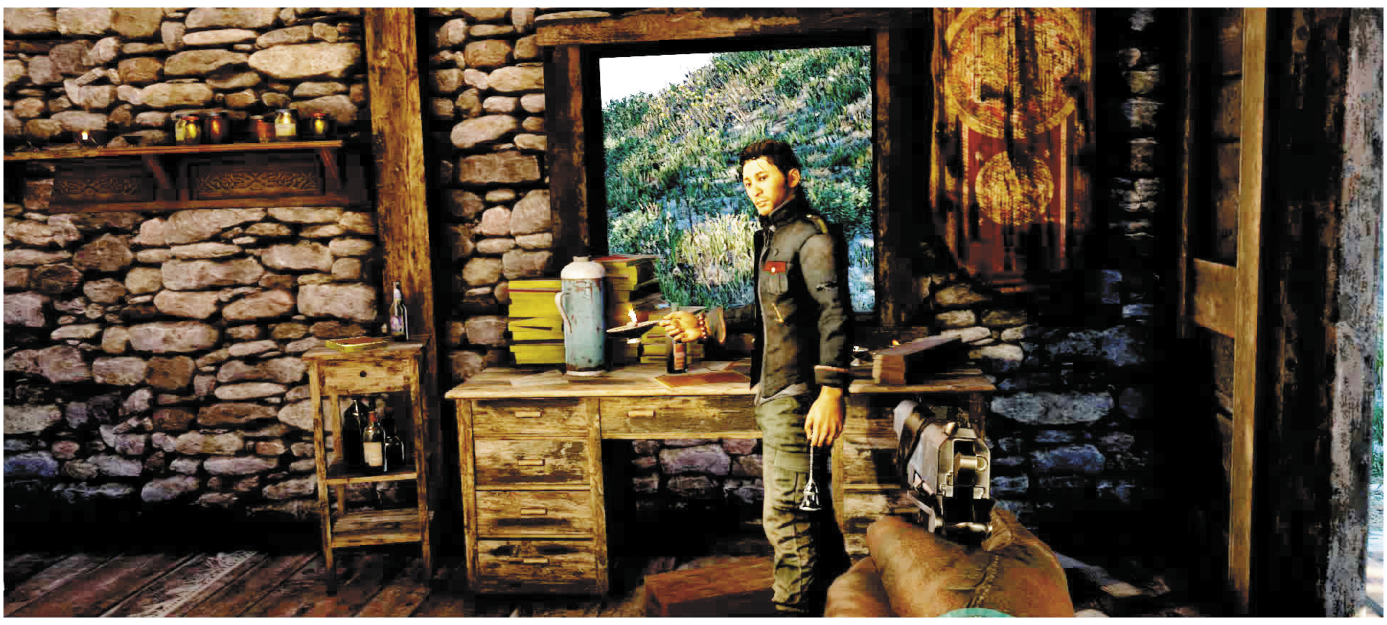
Amita: To Reap What You Sow

Amita makes a point to tell you she is being very particular with her words, so there is no room for misinterpretation. Then she tells you to kill Sabal. Should've seen that one coming.



You'll find Sabal alone in a secluded mountaintop cabin. He is not happy to see you.

Nor should he be.

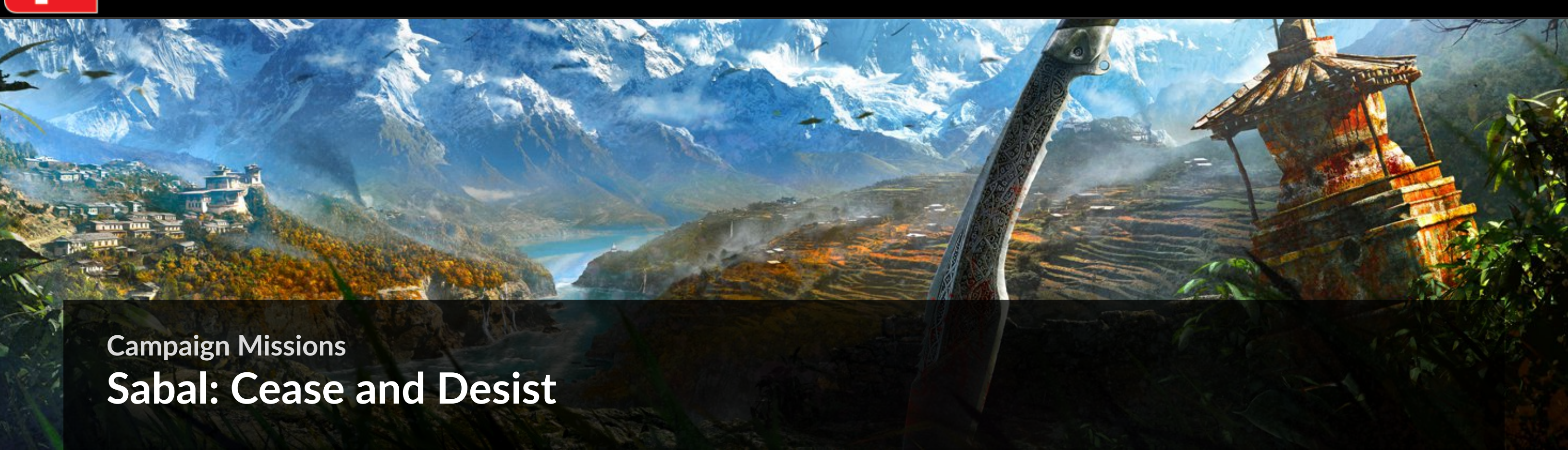


NOTE

You may now skip ahead to the mission titled "Ashes to Ashes".

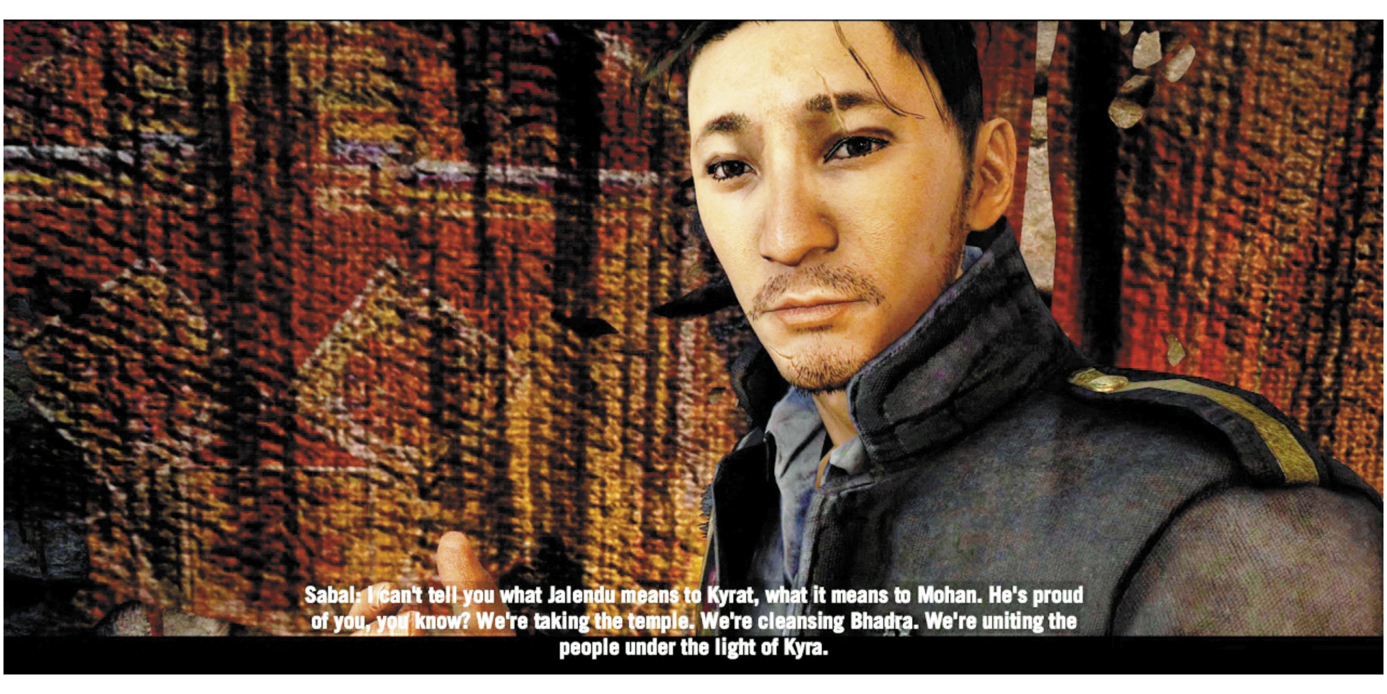
TIP

You don't actually have to kill Sabal. When Ajay automatically aims, wait a few seconds and he'll lower his gun and allow Sabal to leave unharmed.



Campaign Missions

Sabal: Cease and Desist

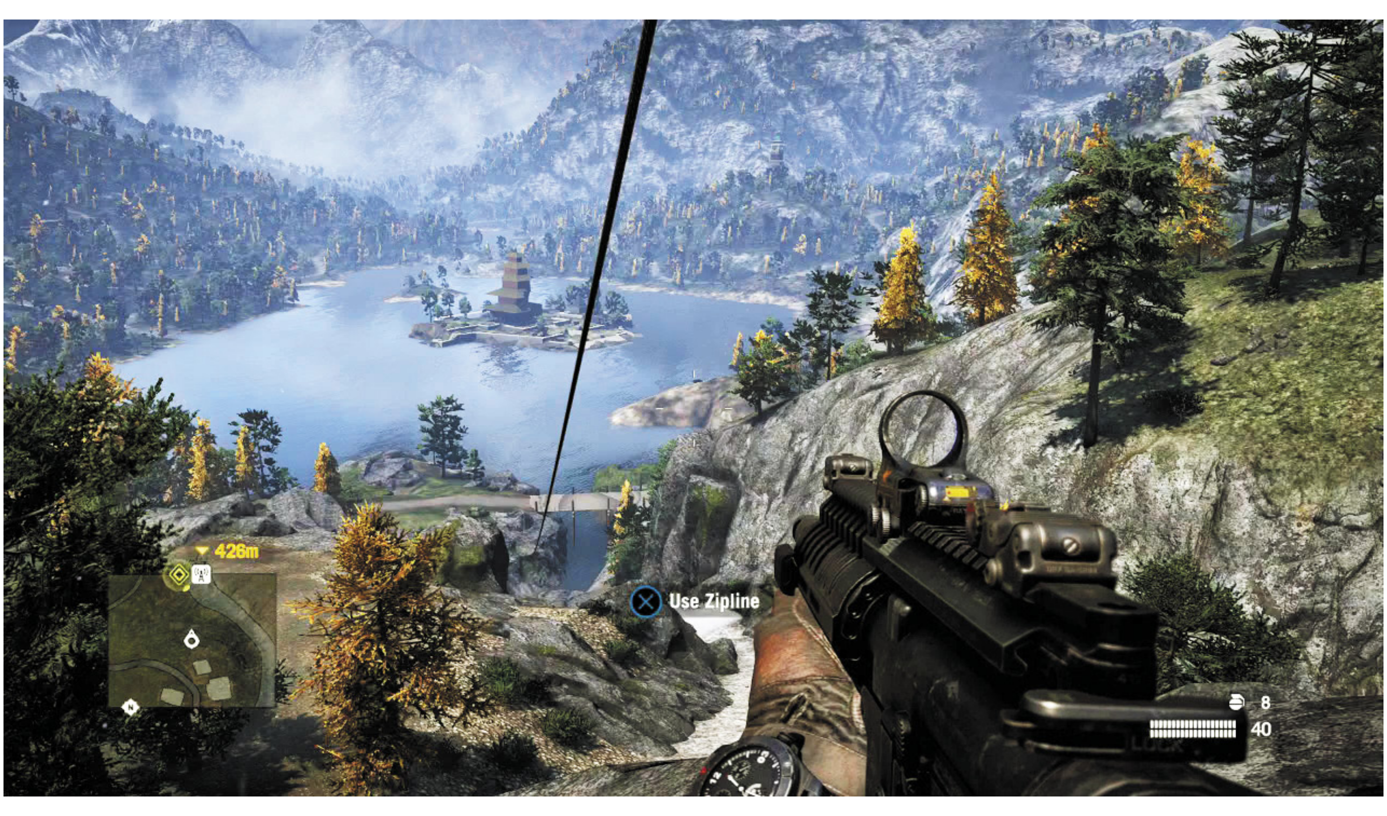


Sabal: I can't tell you what Jalendu means to Kyrat, what it means to Mohan. He's proud of you, you know? We're taking the temple. We're cleansing Bhadra. We're uniting the people under the light of Kyra.

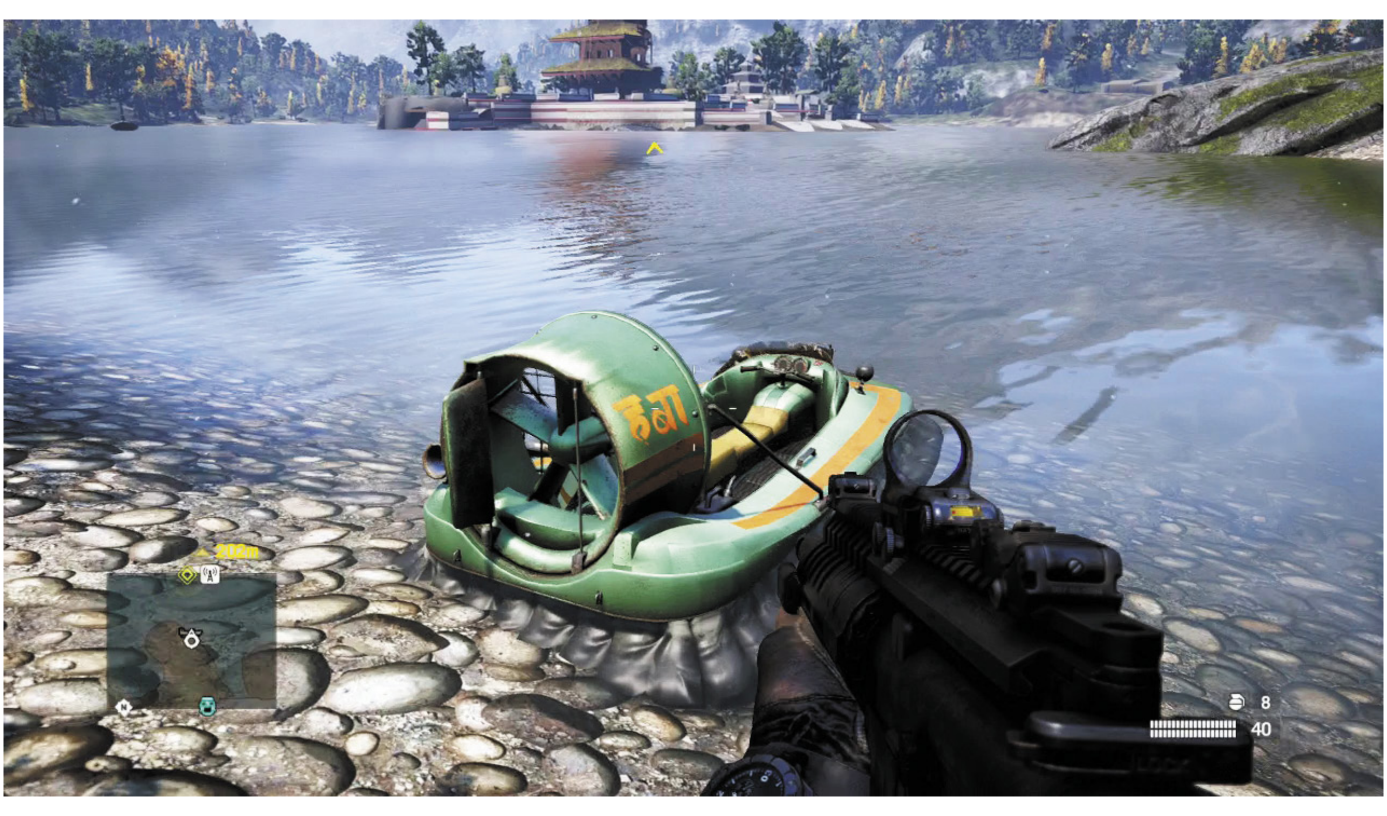
TIP

You should always take whatever loadouts you want into any mission. But we should warn you that the mission that happens automatically after this one goes much more smoothly if you "want" A) a damage hose like a signature LMG and B) something capable of taking down a helicopter.

Walk past the house with the clothesline to reach a zipline down to the water and a letter with a hint about how to sneak into Jalendu.



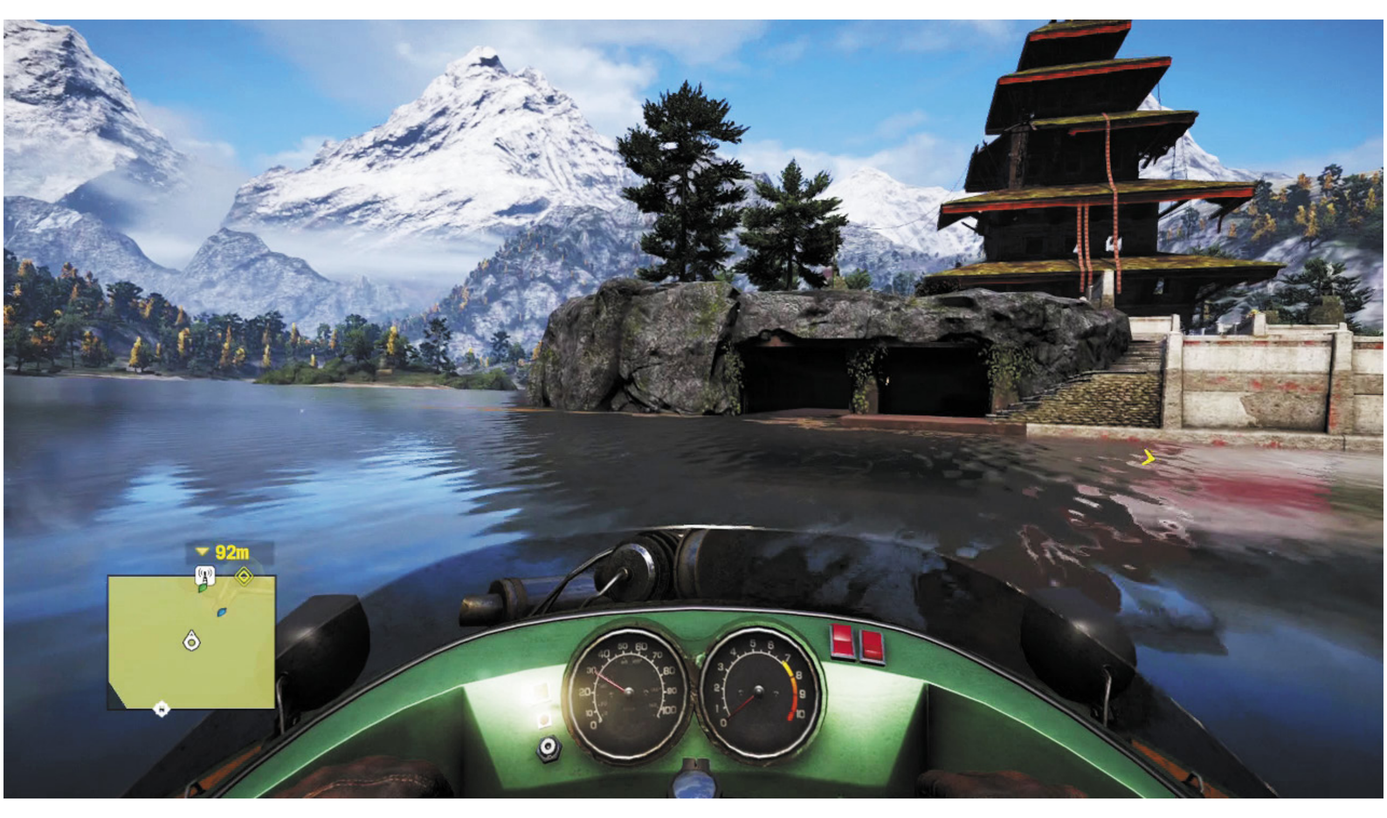
At the shore, you'll find a personal hovercraft, one of the most versatile vehicles in the game. Take it to Jalendu.



This mission presents itself as a stealth job. If the guards see you, they'll start the countdown and you'll have four minutes to find and defuse two bombs. And indeed, finishing your business before the countdown finishes you is nearly impossible the first time. But once you know the locations of both bombs, it's entirely possible to saunter right through the main gate, wipe out every soldier on the island, and defuse the bombs in plenty of time to avoid disaster.

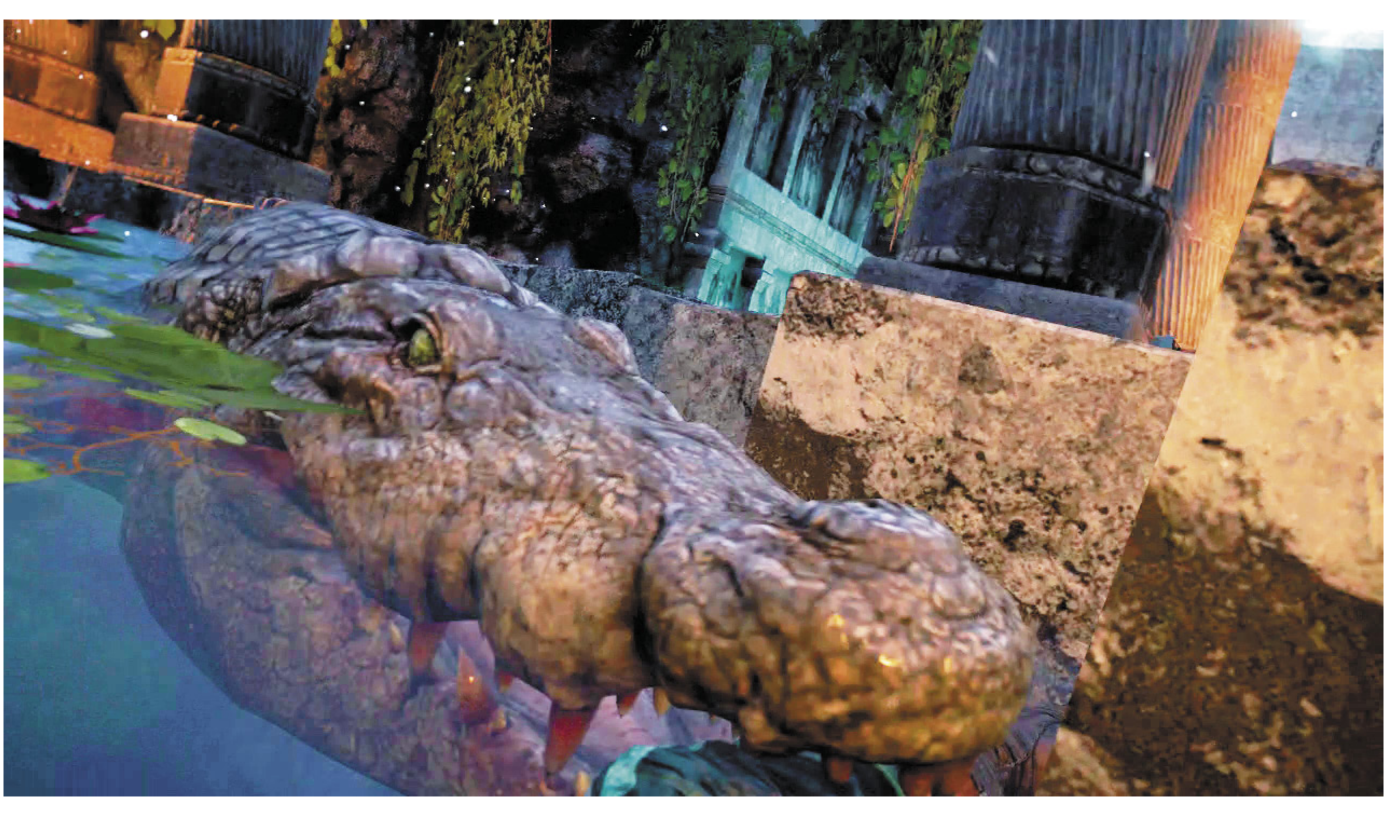
Sabal will also instruct you to "take care of" the guard boats before you attack. Doing this without revealing your presence (thereby setting the bomb timers) is a tall order, considering the one weapon *Far Cry 4* doesn't have is a silenced rocket launcher. Plus, the boats buzz around so much, they'd make a housefly dizzy.

The good news is, despite what Sabal's order implies, you don't have to complete your tasks in any order. So, first things first. You *could* swim all the way to the temple (swimming below the surface is a great way to avoid detection), but the hovercraft is quicker. Keep a safe distance, but watch the guard boats' patterns. When they zoom far to the east, away from the sea-level boat entrance on the west side of the island, dash in.



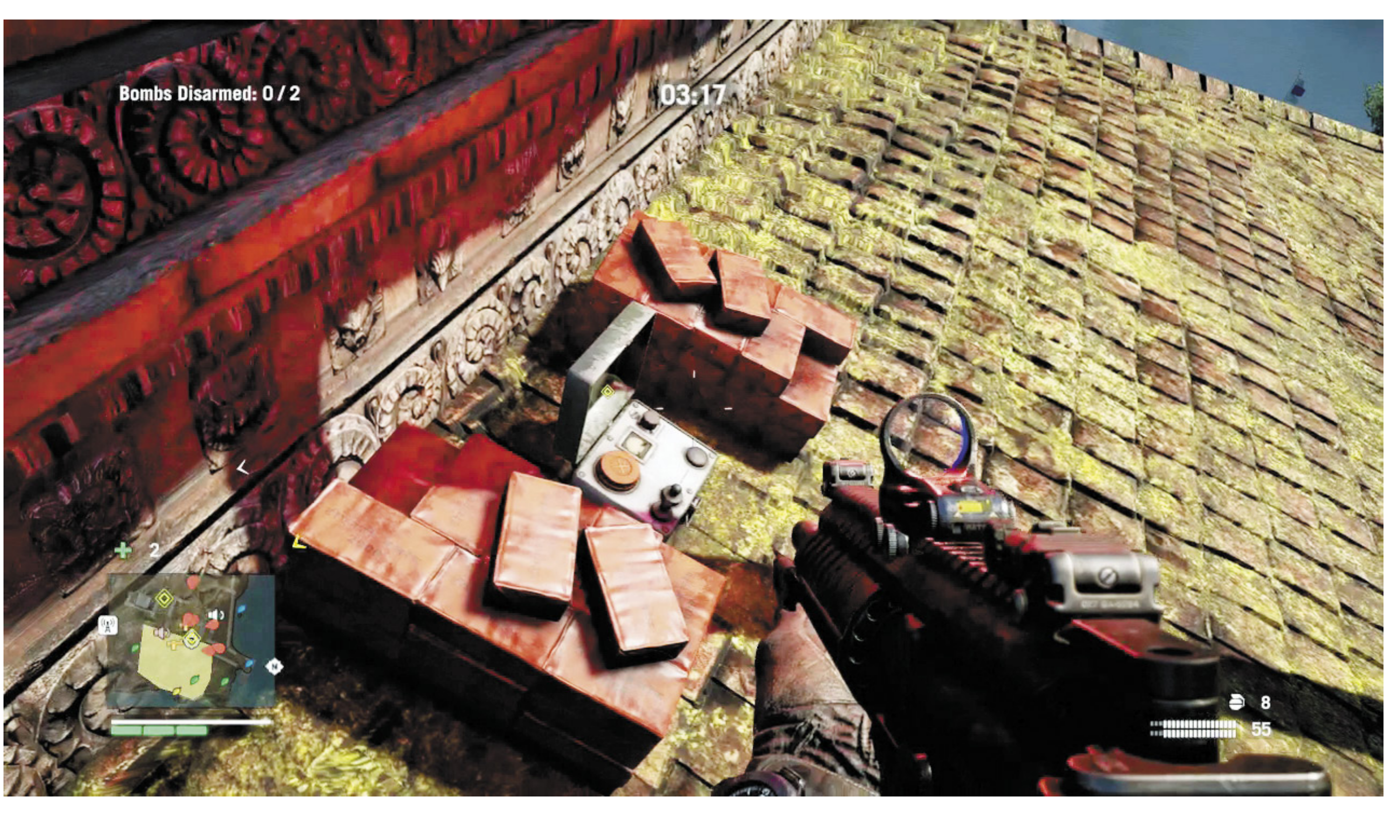
Soldiers on the shore will probably spot you, but it doesn't really matter if you have enough ammo.

You'll find a stairway with an ammo crate and a dim hallway leading to a pack of enemies and the first bomb. Disarm it. So far, so good. But take care to watch your step around the underground pond.

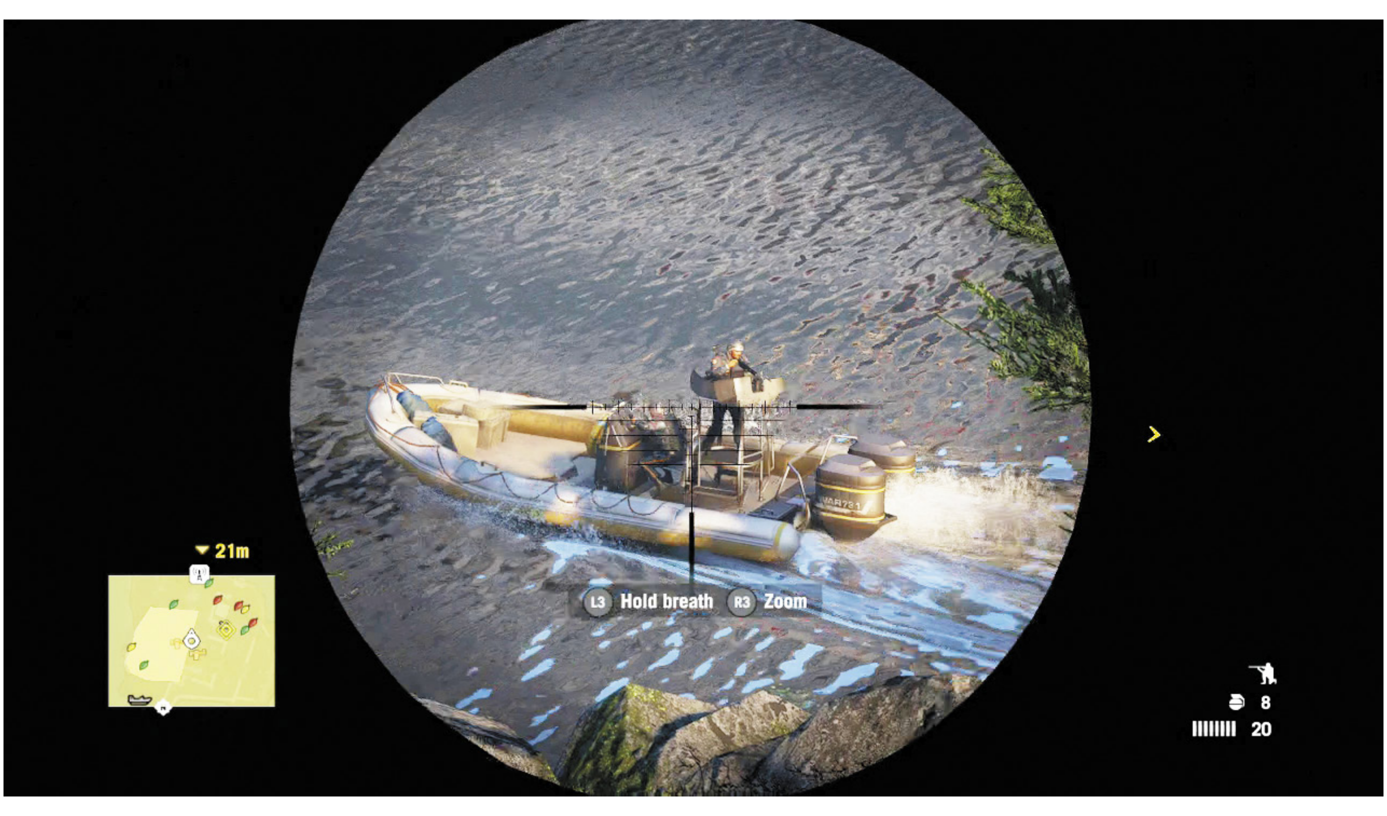


No reason why.

Shoot your way up the stairs until you exit into the outdoors. Hang a sharp left and climb the stairs at the tower's southeast corner. The second flight should end at a mounted gun. Step onto the roof and follow it around to the tower's north side, where you'll find the second bomb.

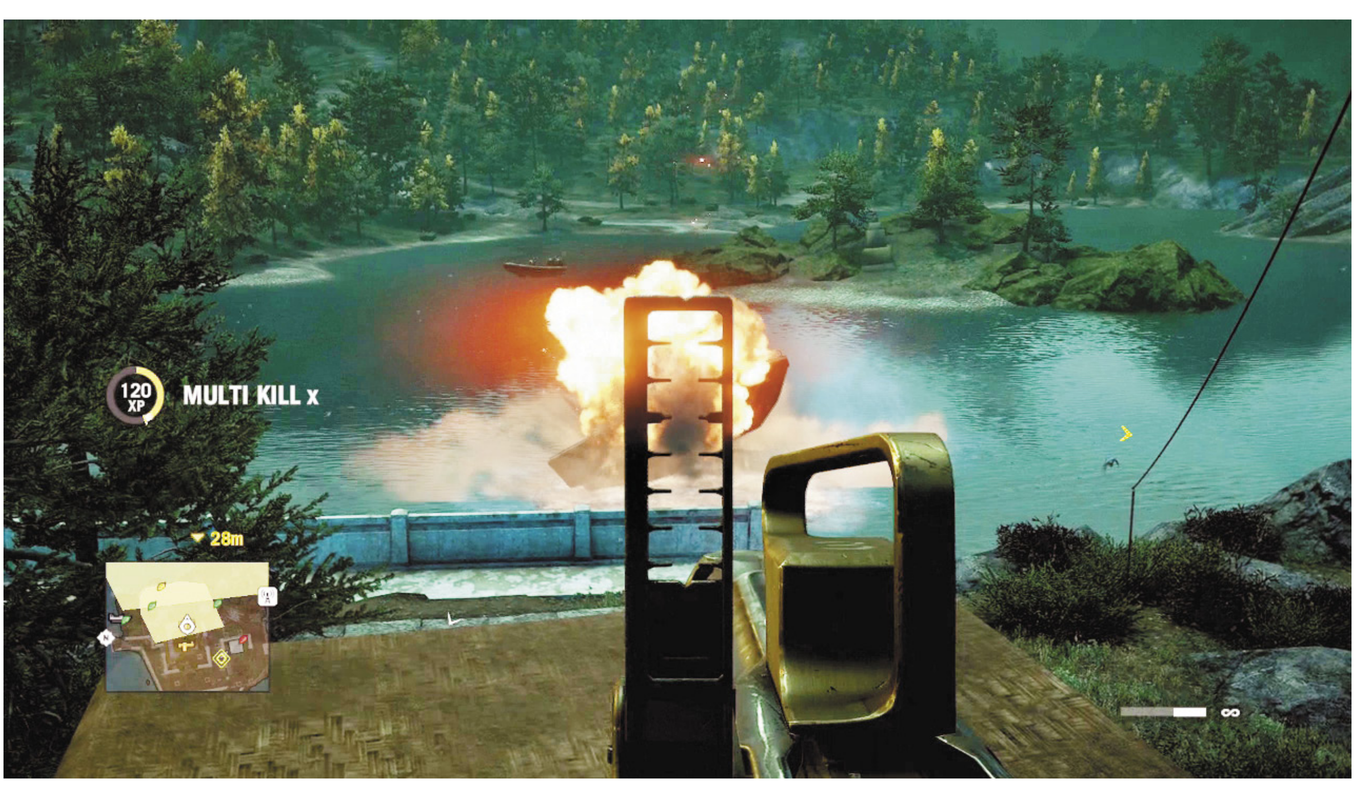


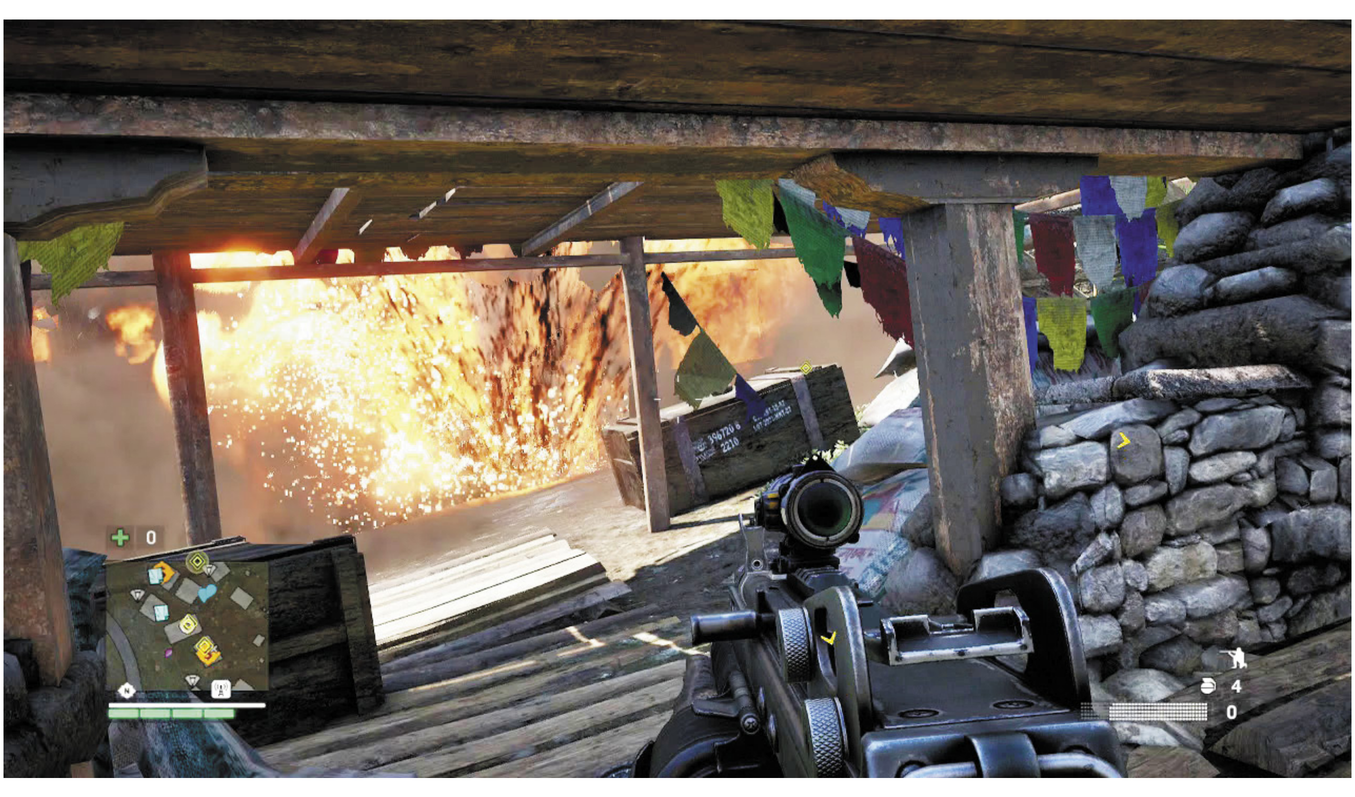
If any of Min's forces on the island are still alive, now's the time to snuff them. Chances are, the patrol boats came ashore already. If they didn't, the roof is a great vantage point from which to dispose of them with sniper fire or one of this level's two mounted weapons.

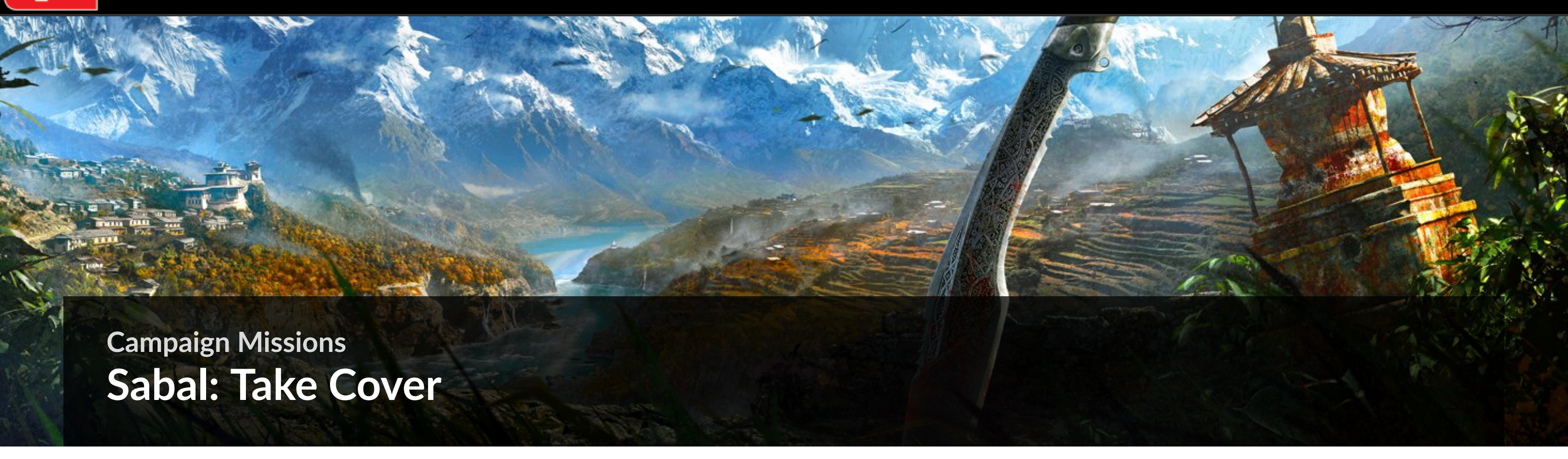


It's not over yet. Once all of Min's soldiers are dead, Sabal will radio to tell you Royal Guard reinforcements are on the way.

Three waves of reinforcements will arrive: Boats from the west, boats from the east (some of which will try to hide in the bushes to the southeast), and both boats and a helicopter from the west, with one more copter sneaking in on the south side at the same time. And as luck would have it, the tower's third floor—where you just happen to be standing—has a mounted machine gun on its west side and a grenade launcher on its east. Dash between the two as needed to wipe out as many reinforcements as you can. Once new vehicles have stopped arriving, mop up anyone who managed to land, and your mission is complete.







Campaign Missions

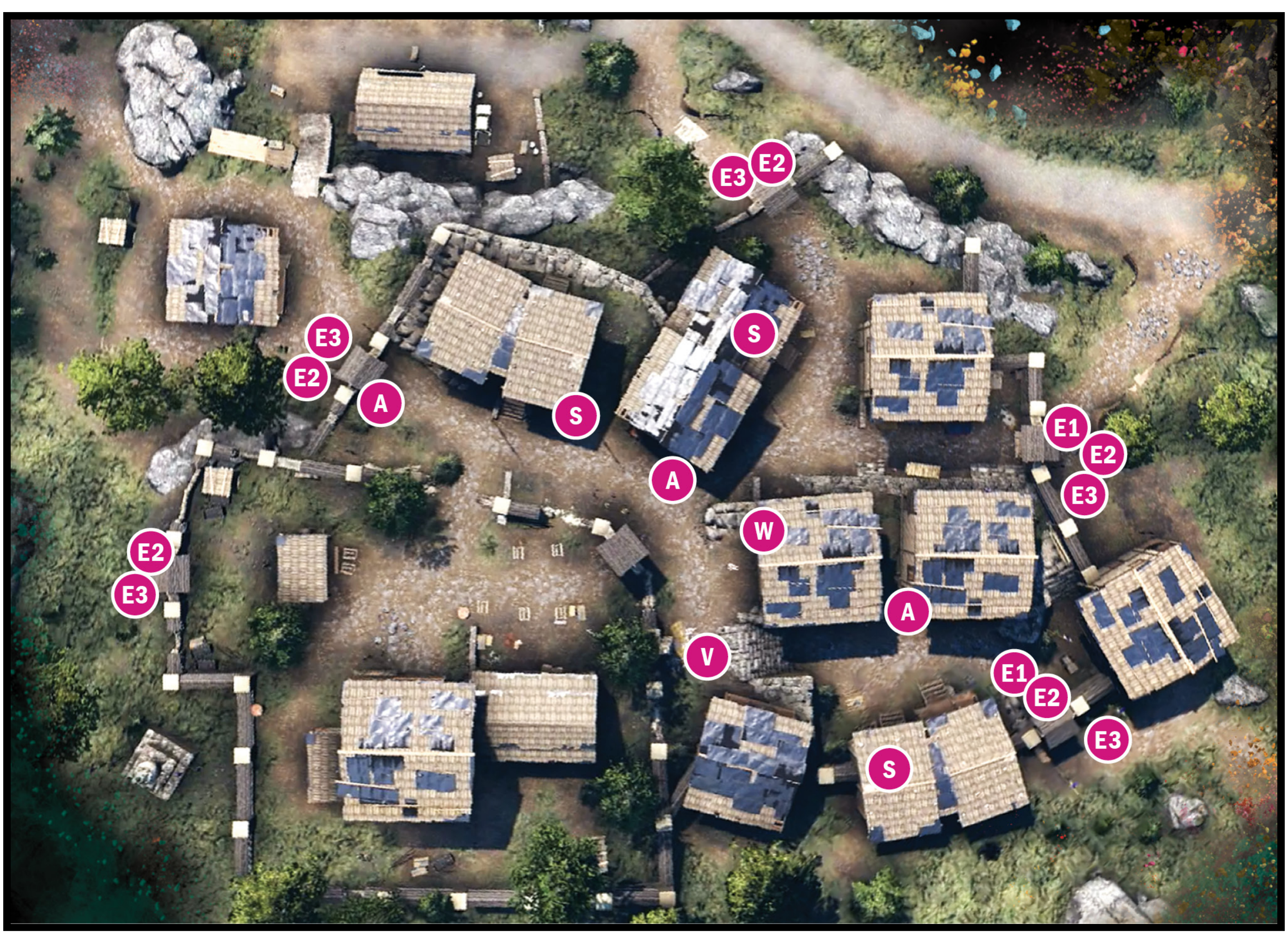
Sabal: Take Cover

UTKARSH
Ajay: I'll keep you safe. Just stay inside and don't go anywhere.

Immediately after “Cease and Desist” ends, Sabal will realize Min’s forces are bombing Utkarsh. And guess whose job it is to fend off the bombing forces? Yep.

You have a limited time to reach the town before it’s reduced to a crater. Jump on the hovercraft and dash back to shore. Stick to the woods when you can. Min’s troops are swarming the roads, and you don’t have time to mess with them.

In town, stock up at the ammo crates. Then speak to the man at the window.



Utkarsh

W Window to speak with people

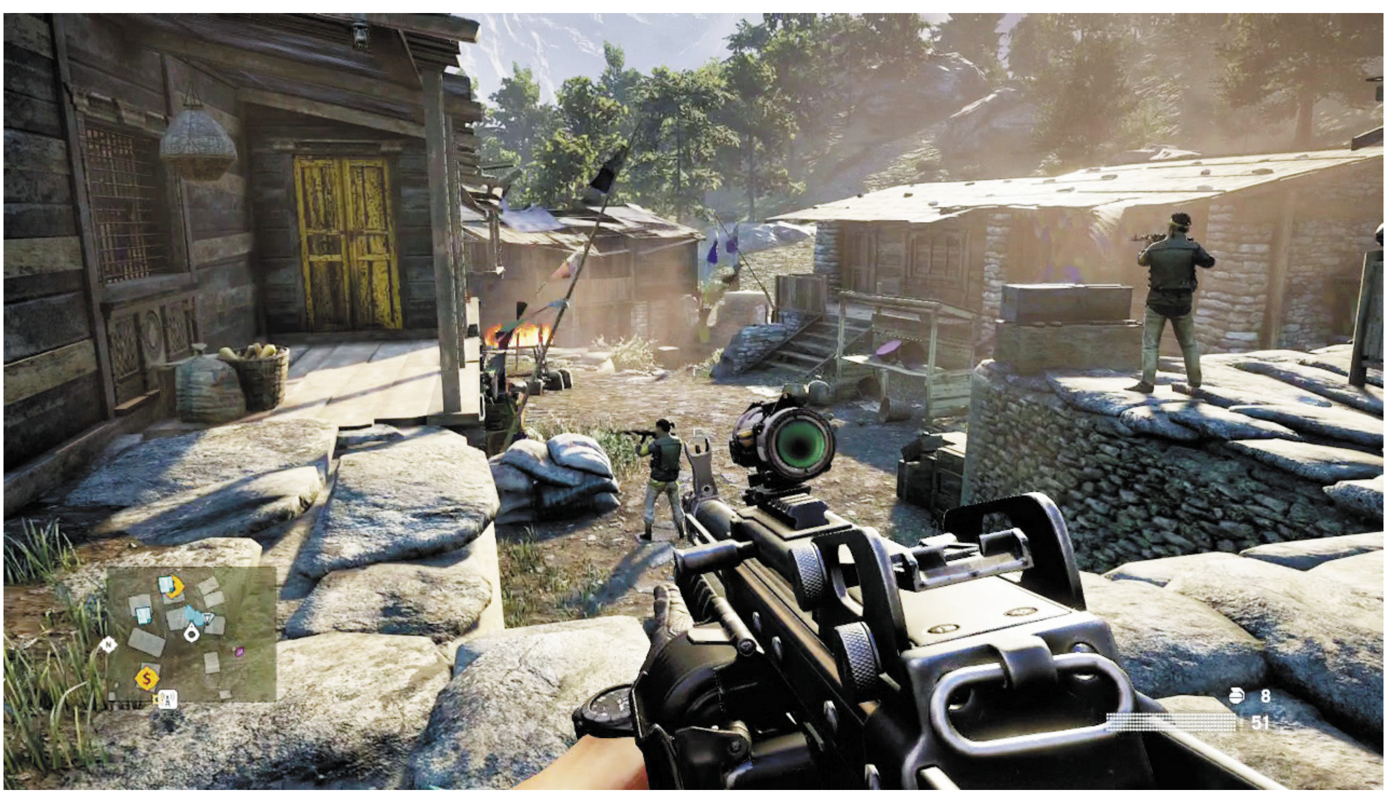
A Ammo chest

S Shelter: When the artillery strike comes, hide here.

E3 – E3 Choke points for enemy waves

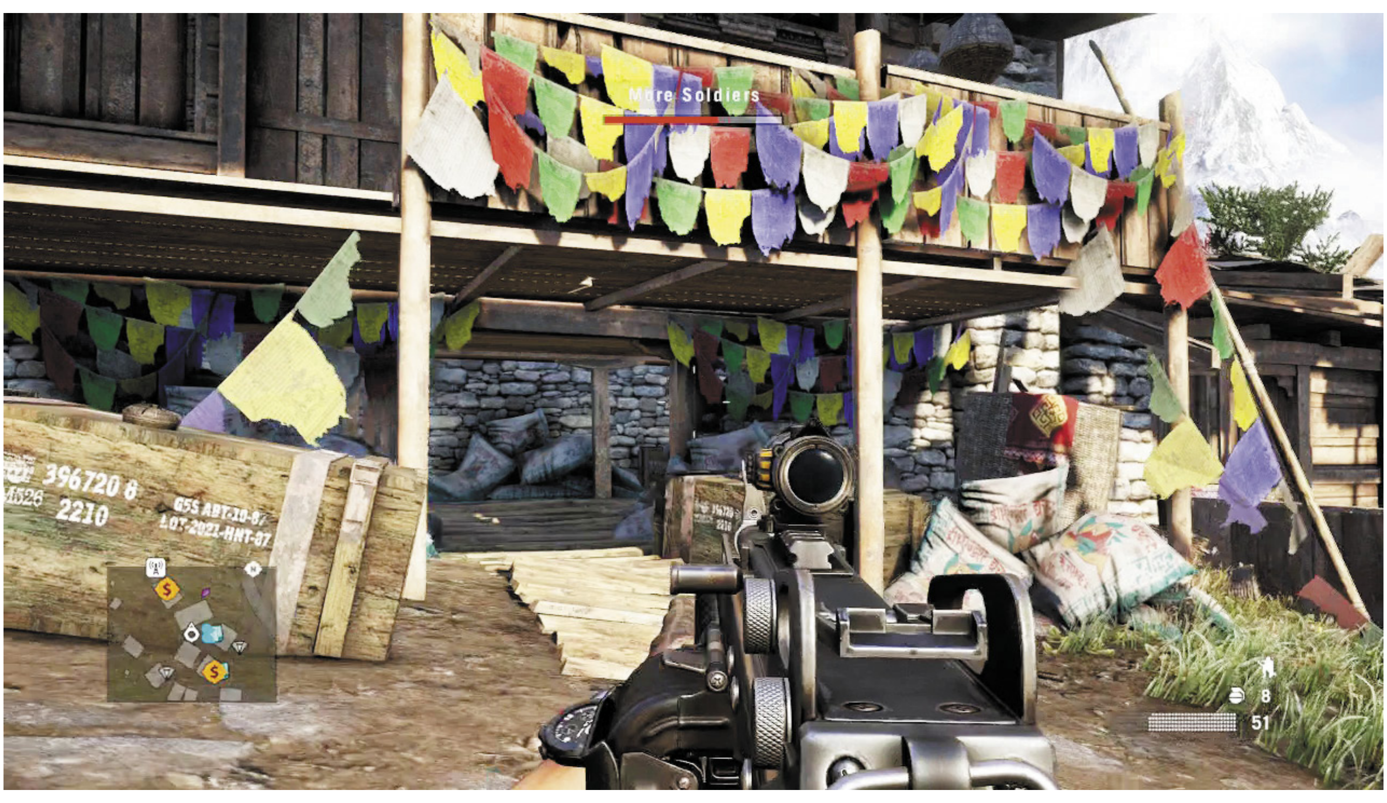
V Vantage point for first two enemy waves

A timer will start, giving you several seconds to prepare for the enemy soldiers. Wave one will come entirely from the east, so place mines there and take up position at the top of the main stairs.



Your AI partners will do a good job here as well. Just watch for stragglers sneaking up the parallel street just to the north and you’ll be fine.

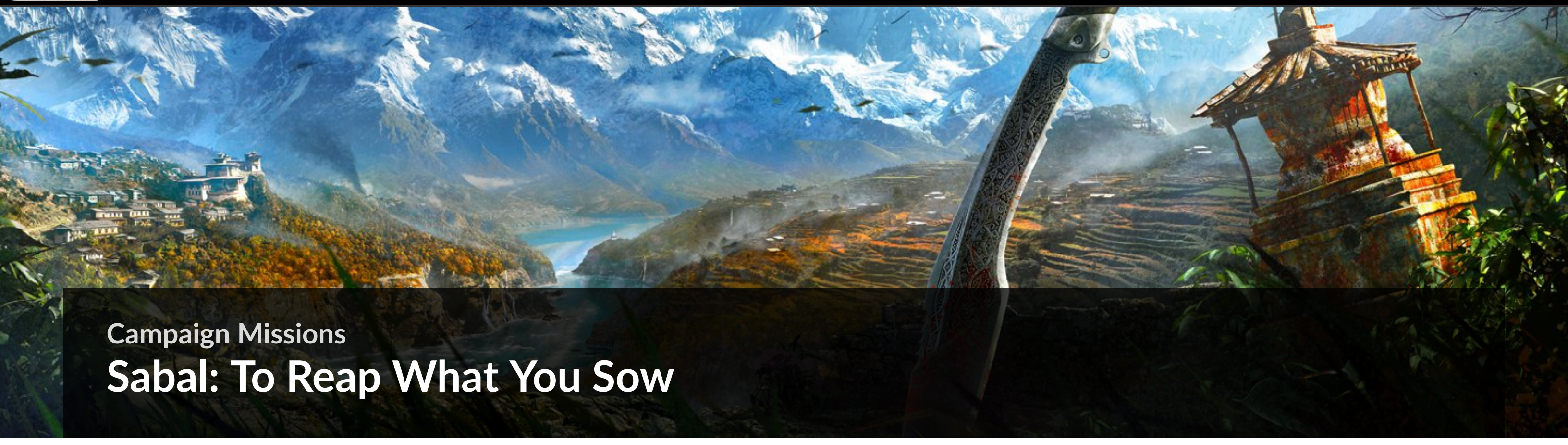
When Sabal tells you to take cover, head for any of the three houses with safe, stone-lined cellars, marked on your mini-map with yellow mission icons. The largest and easiest to locate of these lies to the north. Look for the prayer flags draped all across its porch.



When the artillery strike ends, you’ll have a brief pause to regroup (during which you could reset the mines). Wave two will start in the east, then move counterclockwise, with more troops approaching from the north and then the west.. A high-damage weapon like one of the signature LMGs helps keep things manageable. At least until the helicopter arrives. Take it down quickly with a rocket launcher, sticky grenades, or whatever else you brought along. Or, you could wait for the second artillery strike and see how the copter fares.

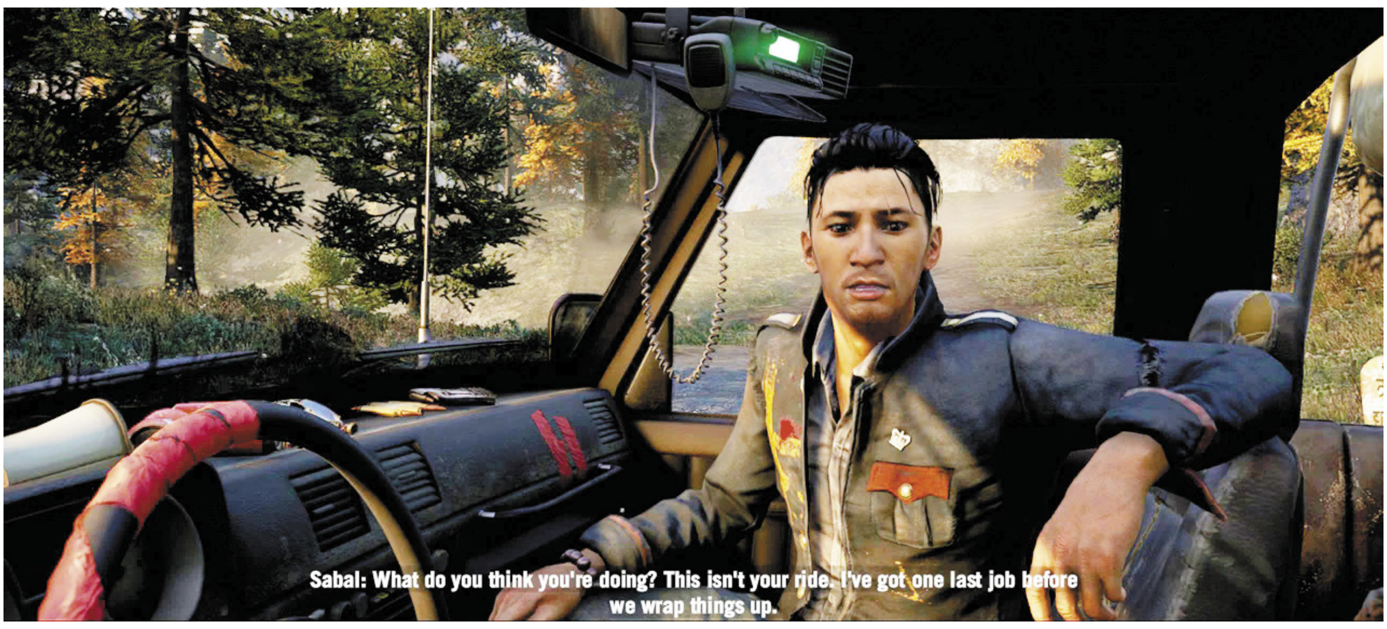
The third and last wave will come after a slight pause—better restock at the ammo crate—first from the west, and then the north, then both. Be mobile here, and be sure to take out the heavy flamers quickly by targeting his tanks.

When the third artillery strike comes in, it should wipe out any remaining enemies.



Campaign Missions

Sabal: To Reap What You Sow



Sabal: What do you think you're doing? This isn't your ride. I've got one last job before we wrap things up.

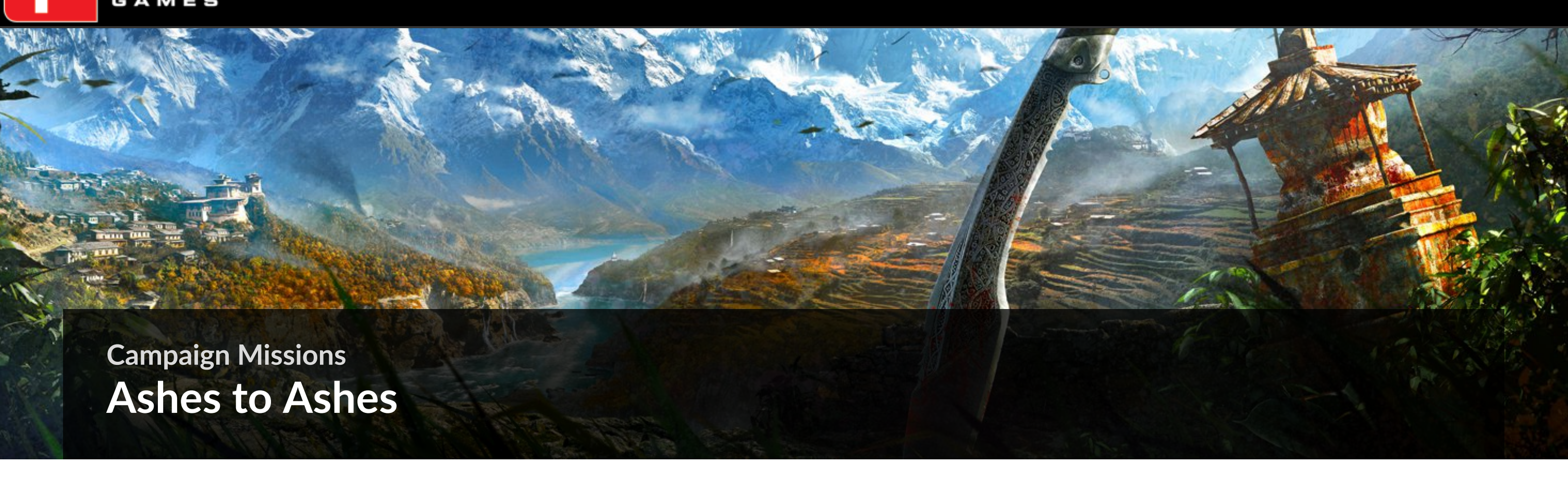
You'll find Sabal waiting in a truck near a tower in North Kyrat. Waiting . . . but not for you. You, he says, have one more job to do. Kill Amita.

Once you reach Amita's mountaintop hideout (grappling up from the east works well), you'll have the rather unpleasant job of killing her supporters. They're all in Golden Path rags instead of Royal Guard armor, so they go down pretty swiftly, which is cold comfort.

Enter the cabin to meet Amita. For the last time.

TIP

You don't actually have to kill Amita. If you just wait when Ajay automatically aims, he'll lower his gun after several seconds and let her escape.



Campaign Missions

Ashes to Ashes

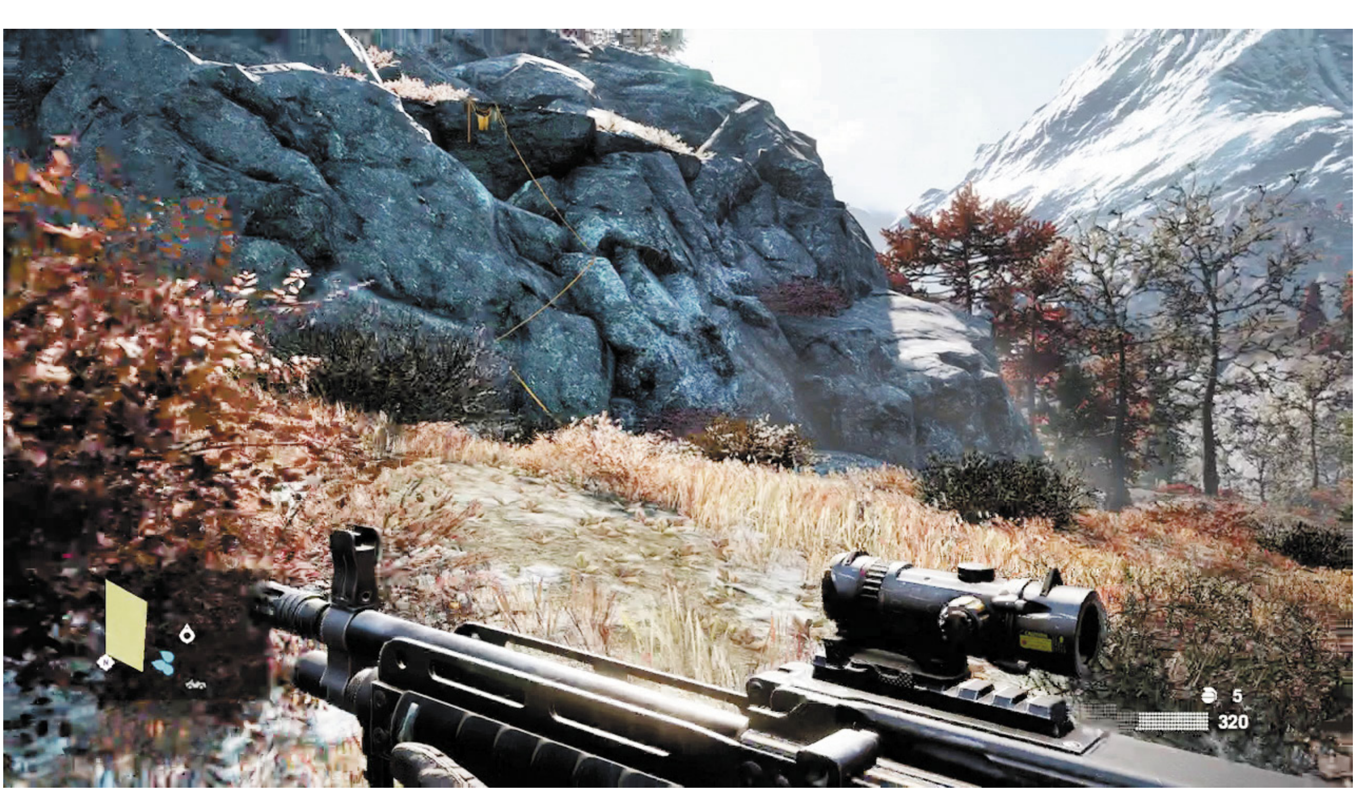
It's time to put a bullet in someone you actually *want* to kill: Pagan Min. So hop in one of the vehicles outside and head to the mission marker. Once there, you'll learn the Golden Path is gathering together for one final assault.

As always, you can ride onto the battlefield any way you like. The Golden Path base has a dune buggy, a slow-but-durable cargo truck, and a buzzer, and you probably drove something here as well. But Min's soldiers will start blanketing the area with mortars and rockets as soon as you come within range, so for once we don't recommend the buzzer.

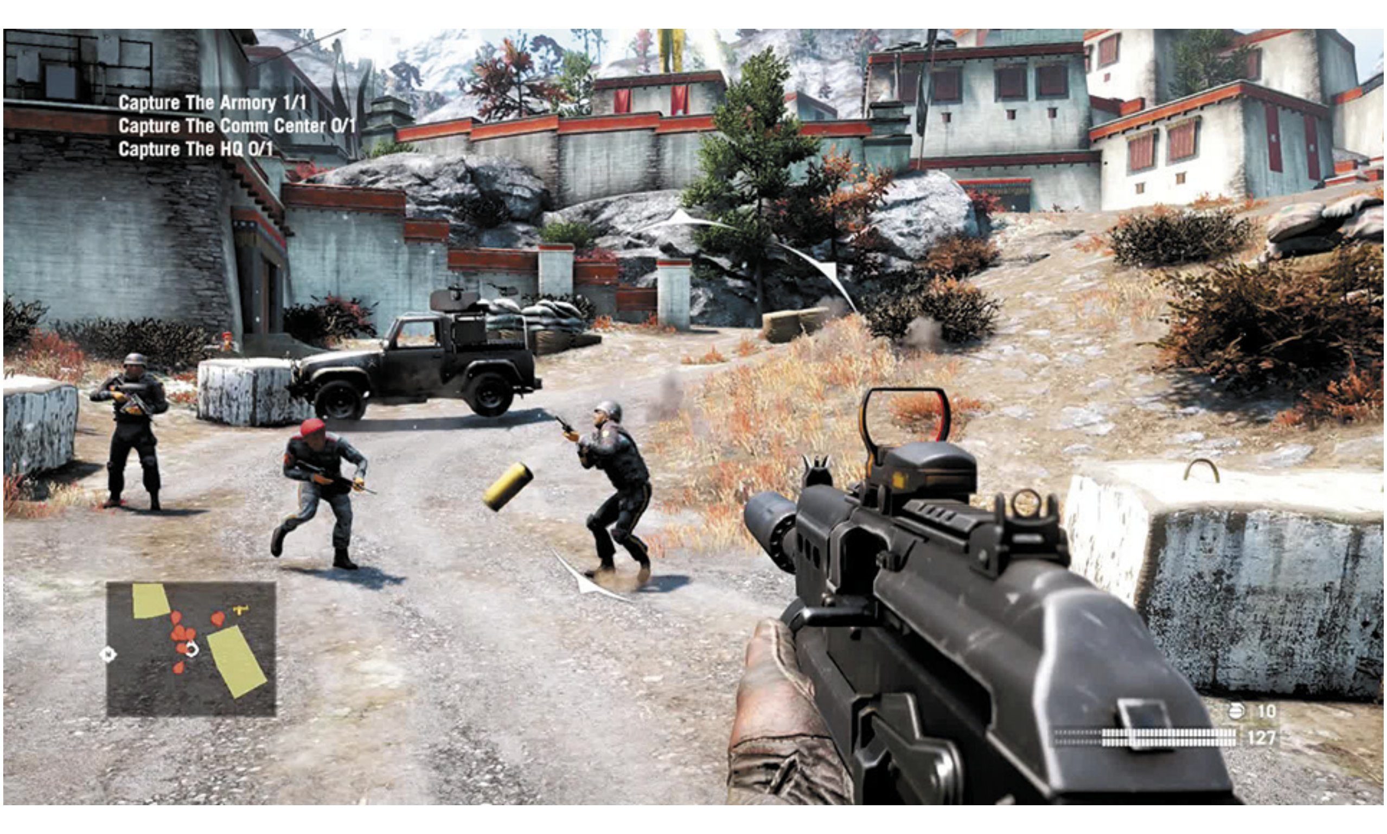
Checkpoint
5
151

There's more than one way to breach a gate. But pretty much all of them involve large explosions.

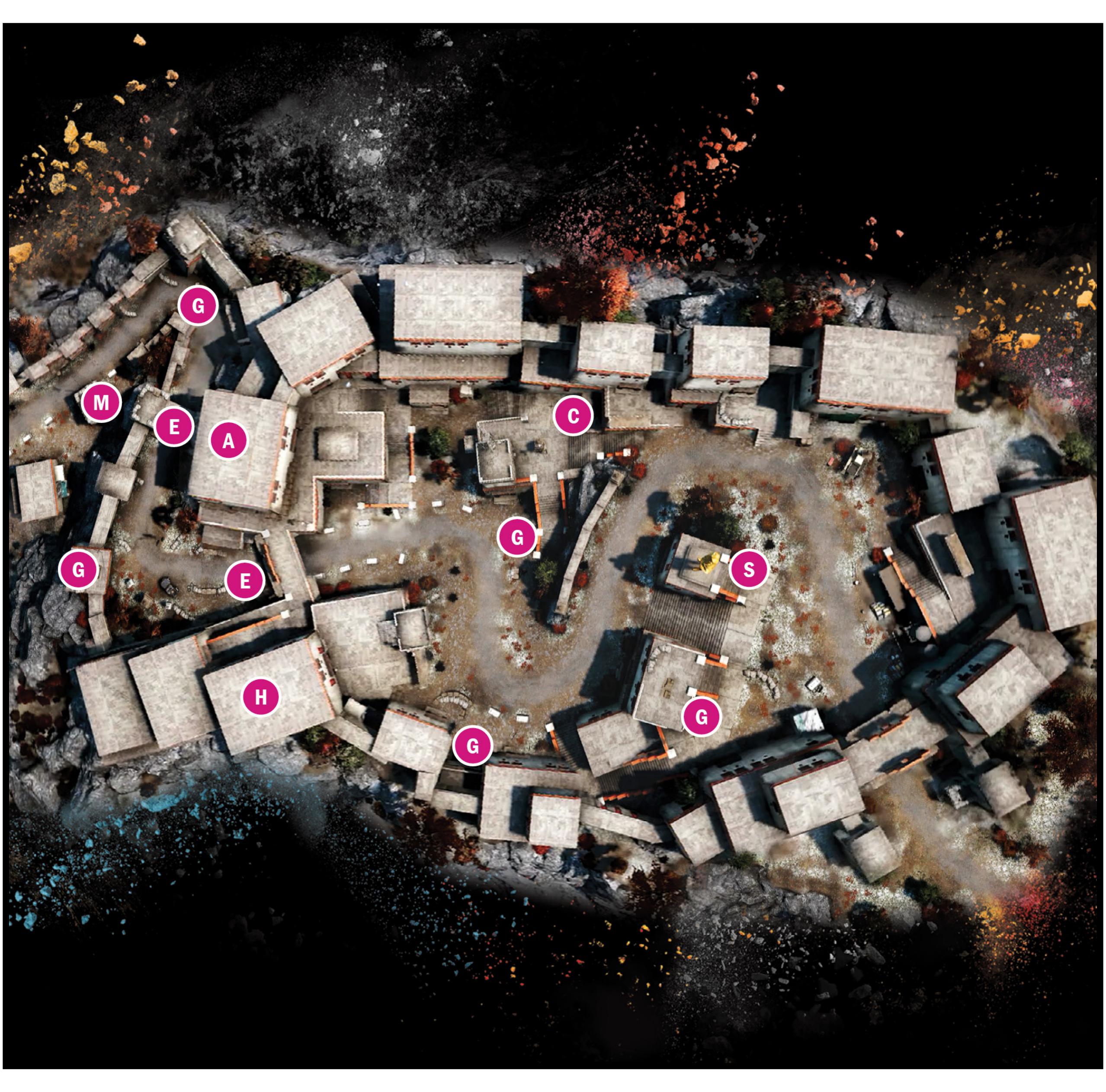
Once you get there, you can charge up the main thoroughfare—it's a pretty straightforward shootout. Or you can watch the cliffs to the right of the road, where those telltale zig-zag ropes mark a grapple point that brings you up on the side of the wall. Then, just climb a couple ledges and you're over, easy-peasy.



You'll come up between two heavy wood gates, both of which need to be breached with explosives. Hit the blue gate to the north first. Grenades, C4, rockets, or mines should do it. You'll have to clean out a ton of Royal Guard troops as well (watch the walls). Then, breach the red gate to the east. But instead of going through it, stay put and snipe as many enemies as you can from this side.


Capture The Armory 1/1
Capture The Comm Center 0/1
Capture The HQ 0/1
10
127

Min's forces will begin to pour in from the east at this point, including a technical that will swoop in the minute you walk through the gate. But it can't target you very well if you backpedal a bit and stay on the other side of the shattered gate. You clever rascal.


G
M
E
A
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G
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H
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G

Royal Fortress

A	Armory
H	HQ
C	Comm Center
E	Gate/entrance to area
M	Mortar
G	Mounted gun nest
S	Min's Statue

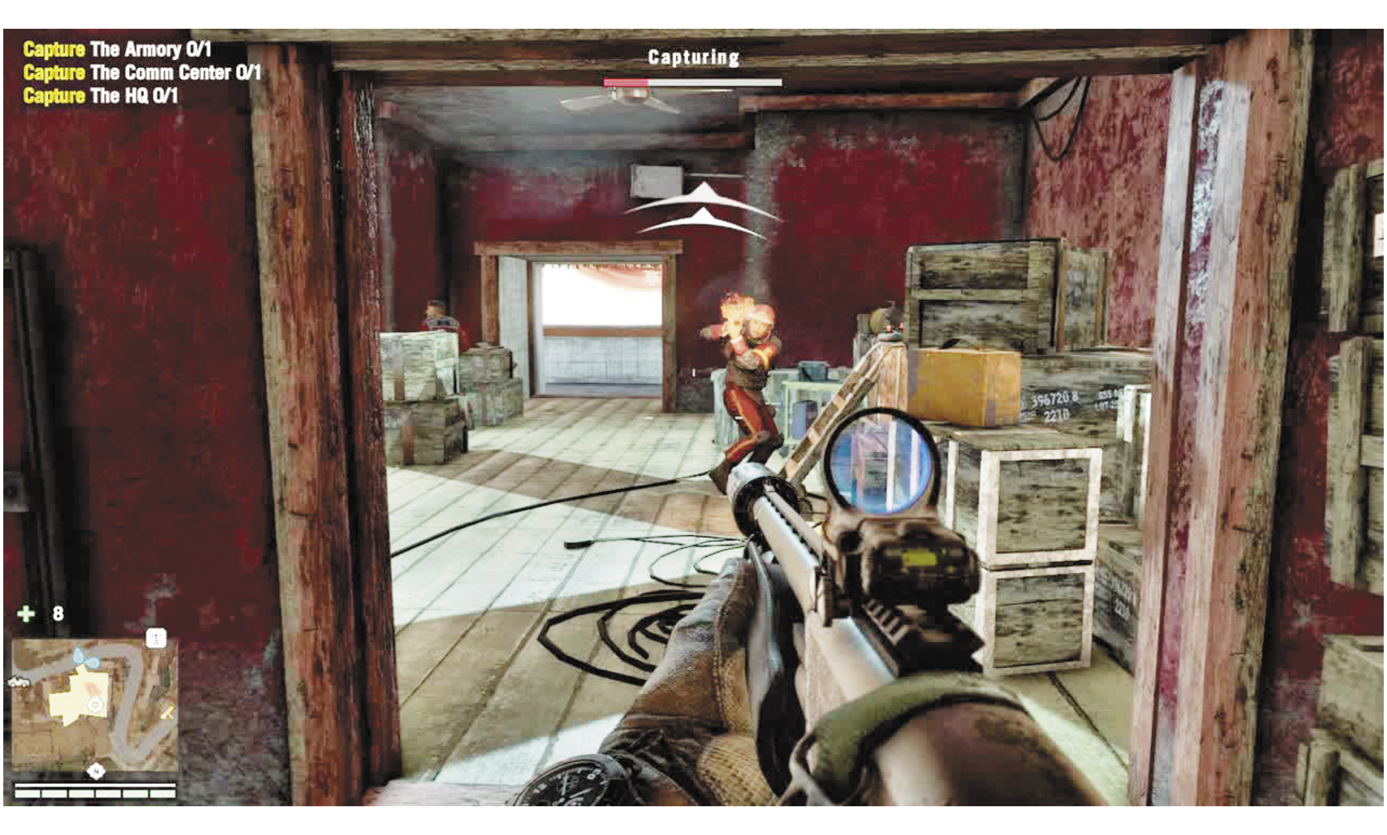
When you're able to enter the courtyard without a crossfire ripping you to pieces, proceed through the gate. You'll have three new targets to take over: the Armory, the Comm Center, and the HQ.

TIP

Remember, as long as you didn't completely destroy the technical, repairing it (even using it for cover as you do so) will restore both it and its gun to working order.

Capture The Armory 0/1
Capture The Comm Center 0/1
Capture The HQ 0/1
REPAIRING

Let's take the Armory first. Move to the north (left) side of the street and get as close as you can to the technical without losing the cover of the low cement wall that runs along the street. This will give you a great angle on the troops charging down the main road. But keep an eye on your mini-map, as a few will still straggle in from the north. When you reach a break in the action, veer straight left and up the L-shaped stairs, onto the building's roof. Here, a open door to the west leads into the Armory.


Capture The Armory 0/1
Capture The Comm Center 0/1
Capture The HQ 0/1
Capturing
8

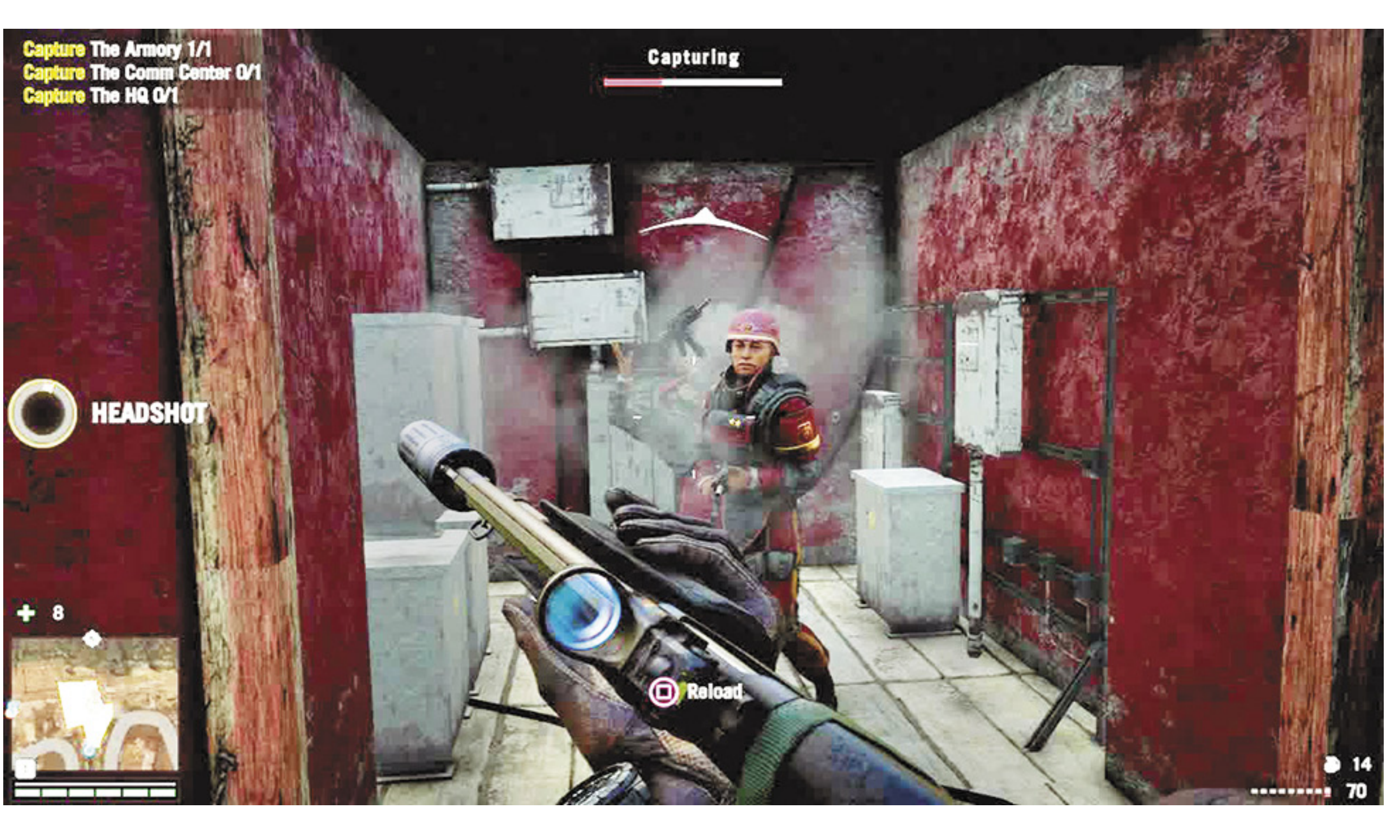
By now, you should see a meter onscreen, slowly filling to indicate that you're taking over the armory. You should also see enemies pouring in through the doors. They hate when you take over things.

Hold out until the meter finishes and disappears. When it's done, so is your business here.

Now let's see about that Comm Center. Spend a moment on the roof as you leave, shooting down on Min's forces from an almost unfair angle. A helicopter will join the fray here, so either blow it away or hide until one of your rocket launcher-toting wing men does the deed for you.

Capture The Armory 1/1
Capture The Comm Center 0/1
Capture The HQ 0/1
60 XP
8
64m
14
10

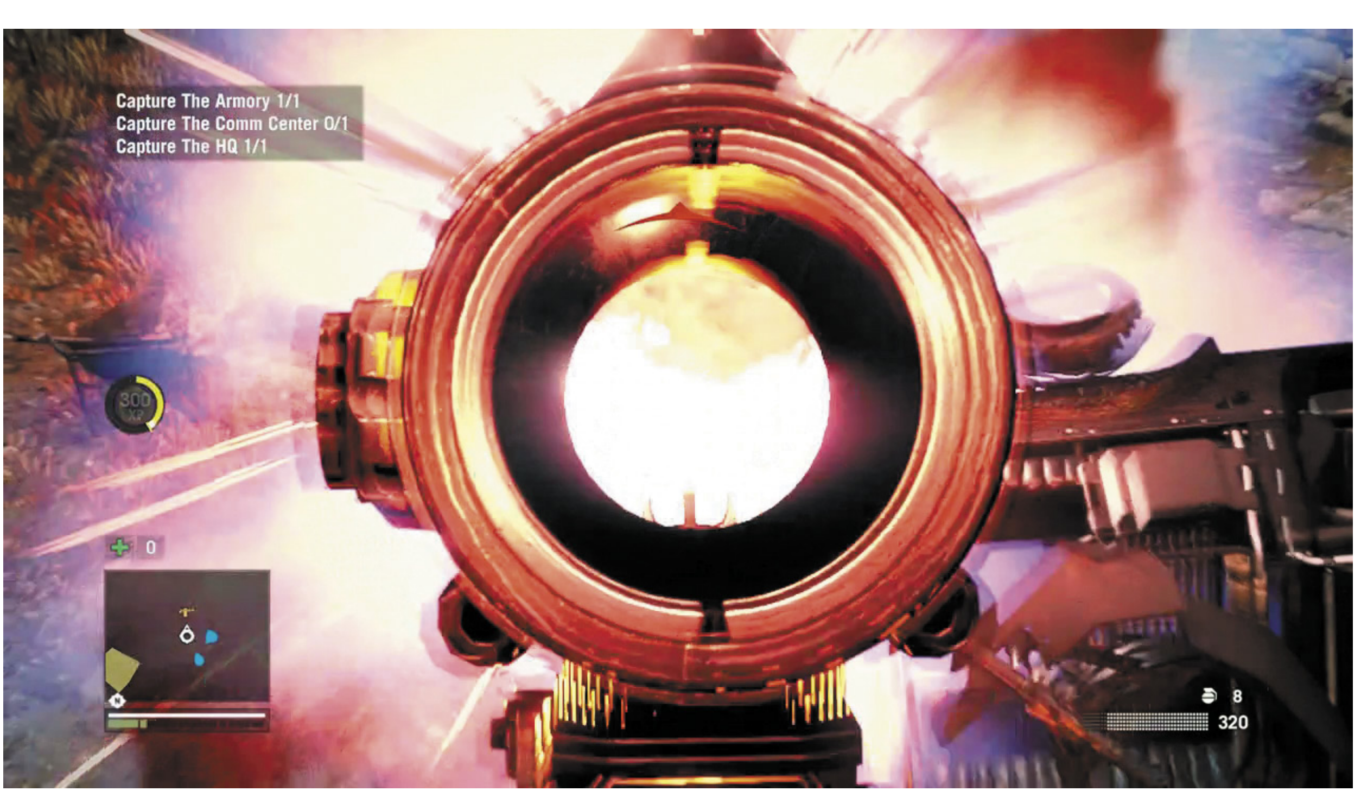
Once it's safe-ish, run straight east, down one set of stairs and up another to reach the Comm Center. You'll likely find at least two enemies inside, but it only has one entrance to monitor. It's also the size of a closet. Happy camping!


Capture The Armory 1/1
Capture The Comm Center 0/1
Capture The HQ 0/1
Capturing
HEADSHOT
Reload
8
14
70

This leaves the HQ. Head up the road to the south, turning right at the top of the incline. This will put you on another rooftop courtyard, this time near the HQ door. Head inside to hit the ammo crate and commandeer the HQ.

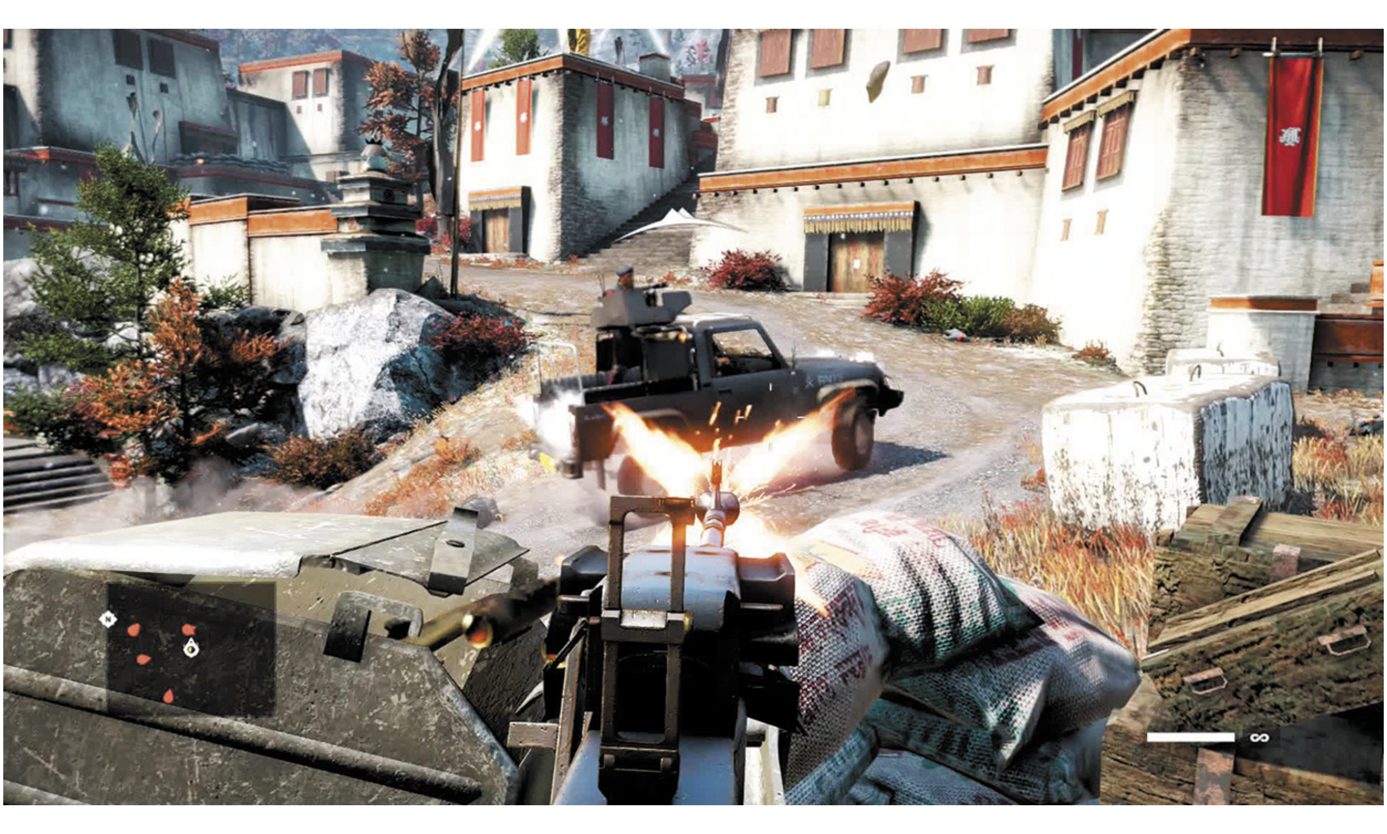
Now your task becomes to hold the courtyard against the Royal Guard's counterattack. A massive assault force will pour in from the direction you just came, including at least a half-dozen heavies, mostly flamers.

Capture The Armory 1/1
Capture The Comm Center 0/1
Capture The HQ 1/1
0
8
320


Capture The Armory 1/1
Capture The Comm Center 0/1
Capture The HQ 1/1
300 XP
0
8
320

If you haven't learned to shoot the tanks by now, there's no hope for you.

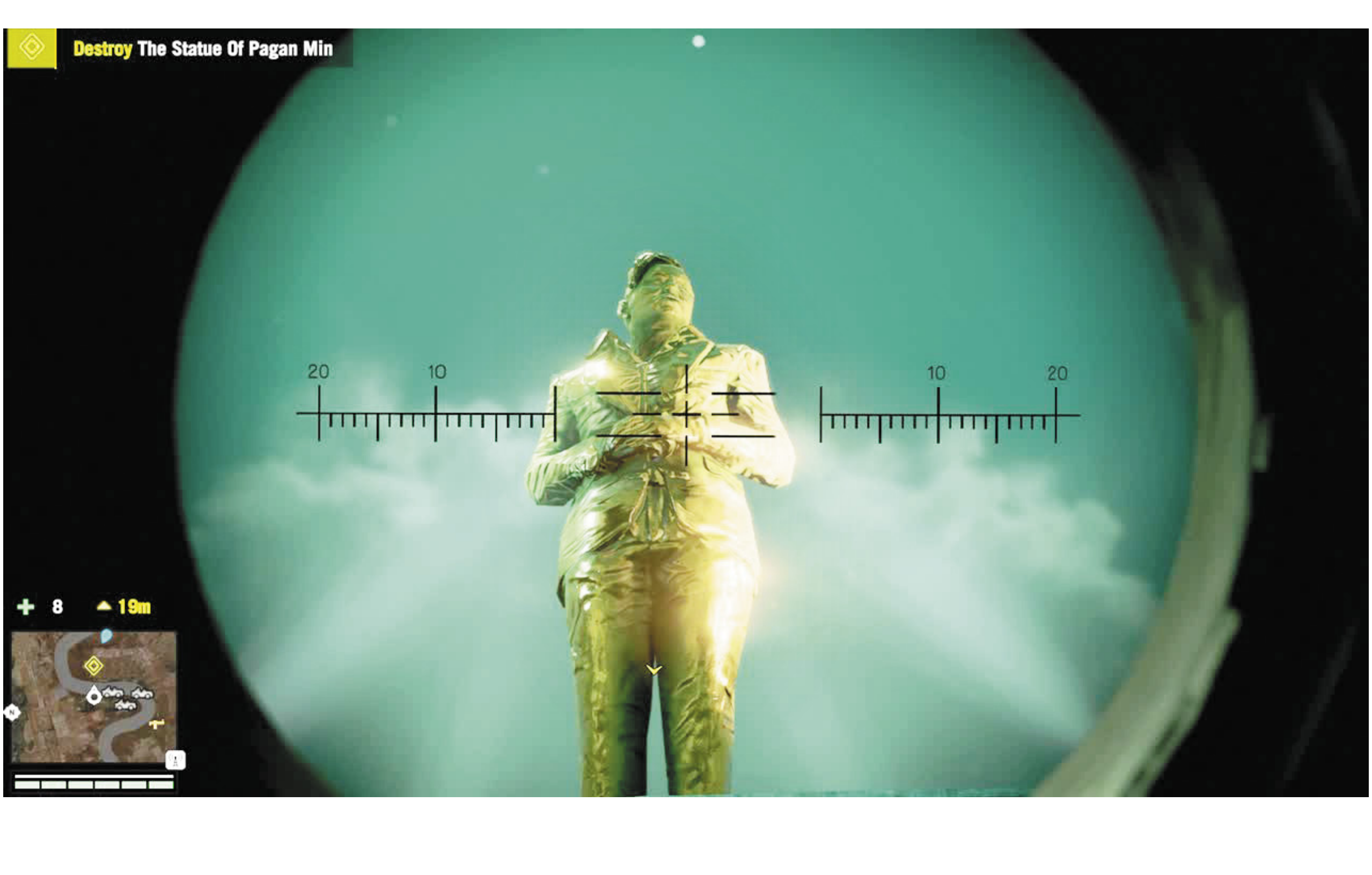
Unfortunately for the Royal Guard, many of them drive up the same winding road, and you have a bag full of mines. Even more unfortunately, the mounted gun nest near the HQ is perfectly placed to tear them to shreds. Just point it downhill and lay on the trigger and they'll break on it like waves on a rocky shoreline. You can even swivel to snag the occasional helicopter or vehicle that survives your mines-and-bullets gauntlet.

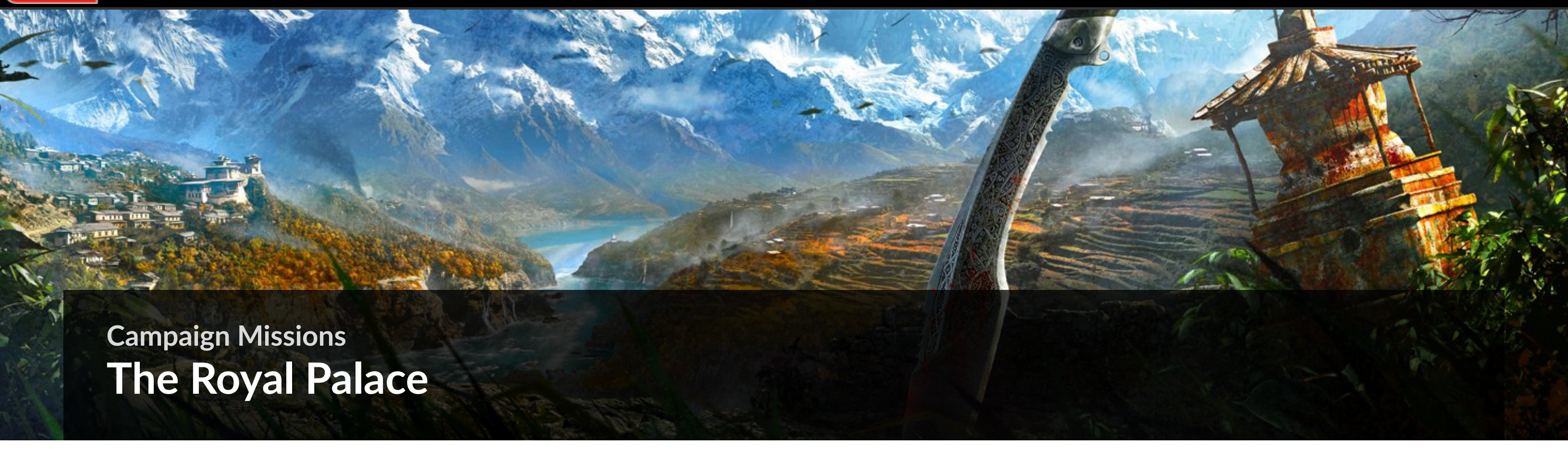


If you get forced off the gun or can't get to it, the platform where Min's golden statue stands is another excellent vantage point (especially if you have a grenade launcher) with another mounted gun.

Wherever you end up, don't feel like you have to stay there. You don't have to defend any particular location. You just have to kill all the enemies. So run and gun all you like. There's a ton of cover in this cityscape, so you shouldn't get caught out or surrounded unless you get so wrapped in your offense that you forget to play defense.

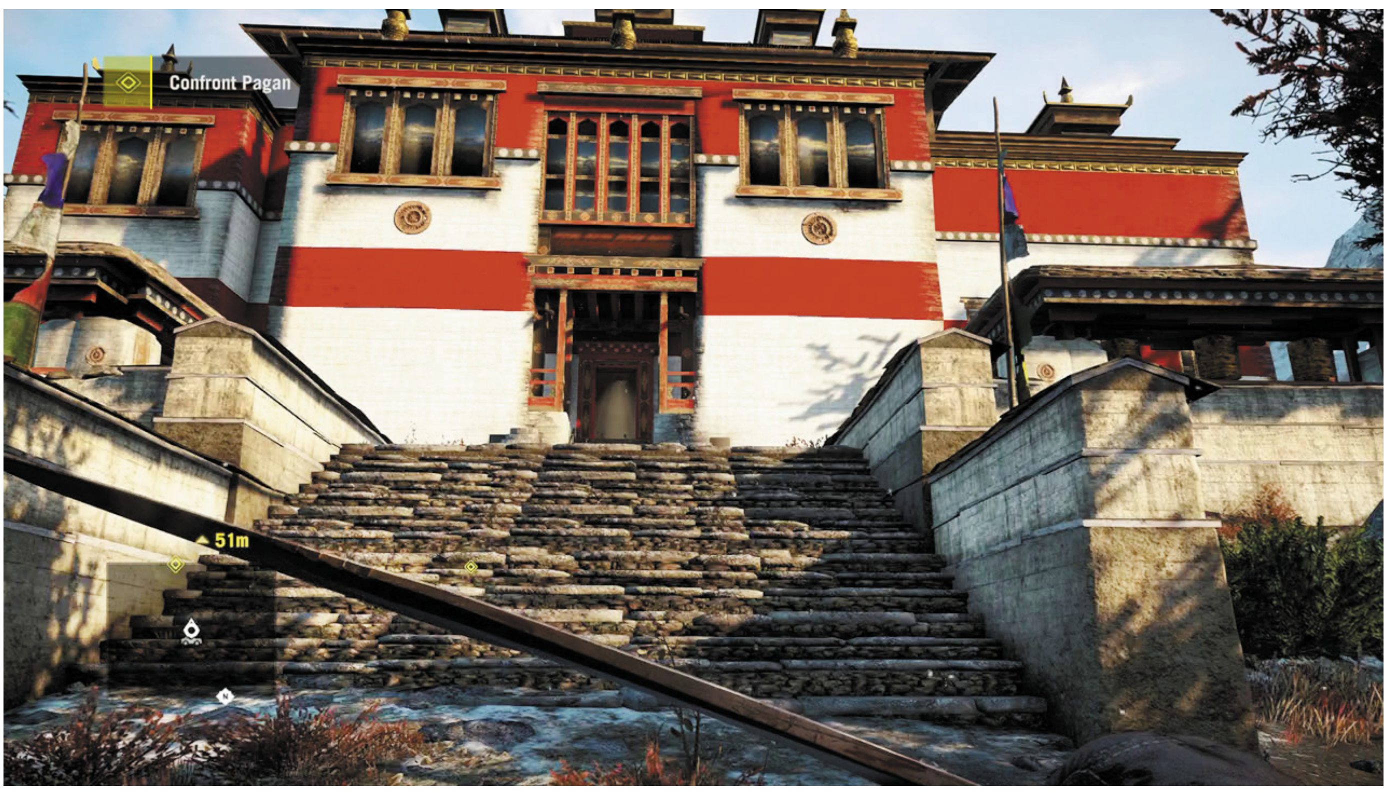
Once the Royal Guard's final push is over, it's time to blow up a certain dictator's giant, solid gold statue.


Destroy The Statue Of Pagan Min
20
10
10
20
8
19m



The Royal Palace

Min can't elude you this time. Go through the shattered gate east of the statue and drive up the road to his palace.



The palace is undefended. You can walk right in. So go ahead and do that.

You'll find Min in the dining room, where he welcomes you, gives you a long speech, and invites you to dinner.

And you pull your gun on him.

You have one last choice to make:

SHOOT

Congratulations! Pagan Min is dead! You'll then be ported back to the Ghale homestead and speak on the radio with whichever Golden Path leader you left alive. You never discovered Lakshmana, but you're apparently at peace with it.

DON'T SHOOT

You can do whatever you like, but if you're only going to play the Campaign once, we heartily recommend this ending. If you don't shoot, Pagan will chat with you as he finishes eating, then get up and take you to Lakshmana. There, he'll drop some megaton story bombs on you and you'll grab the last Mohan journal and scatter your mothers ashes, which was the whole point of this crazy trip in the first place. Then you'll teleport back to the Ghale homestead and have a *slightly* different conversation with whatever Golden Path leader you left alive.

NOTE

No matter how the ending played out, you'll get a quick congratulatory scene with Reggie and Yogi. After that, you're free to continue exploring and fighting the remnants of Min's army all over Kyrat.

Epilogues

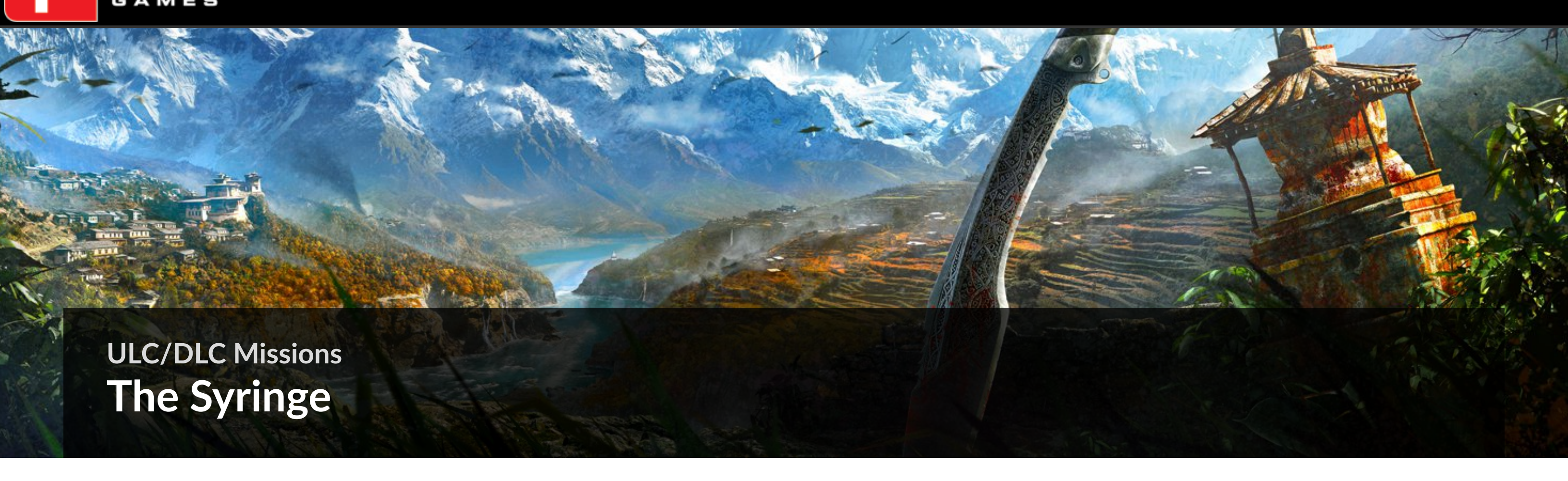
Actually, there's one more mission left. A glimpse of how Kyrat will be ruled now that you've pretty much personally installed a new ruler.

AMITA

For your first look at Amita's plan for the future, head to Tirtha. But don't be surprised when things don't seem quite as festive as you would imagine. Turns out, even you didn't realize how much Amita was willing to sacrifice to get Kyrat back on its feet.

SABAL

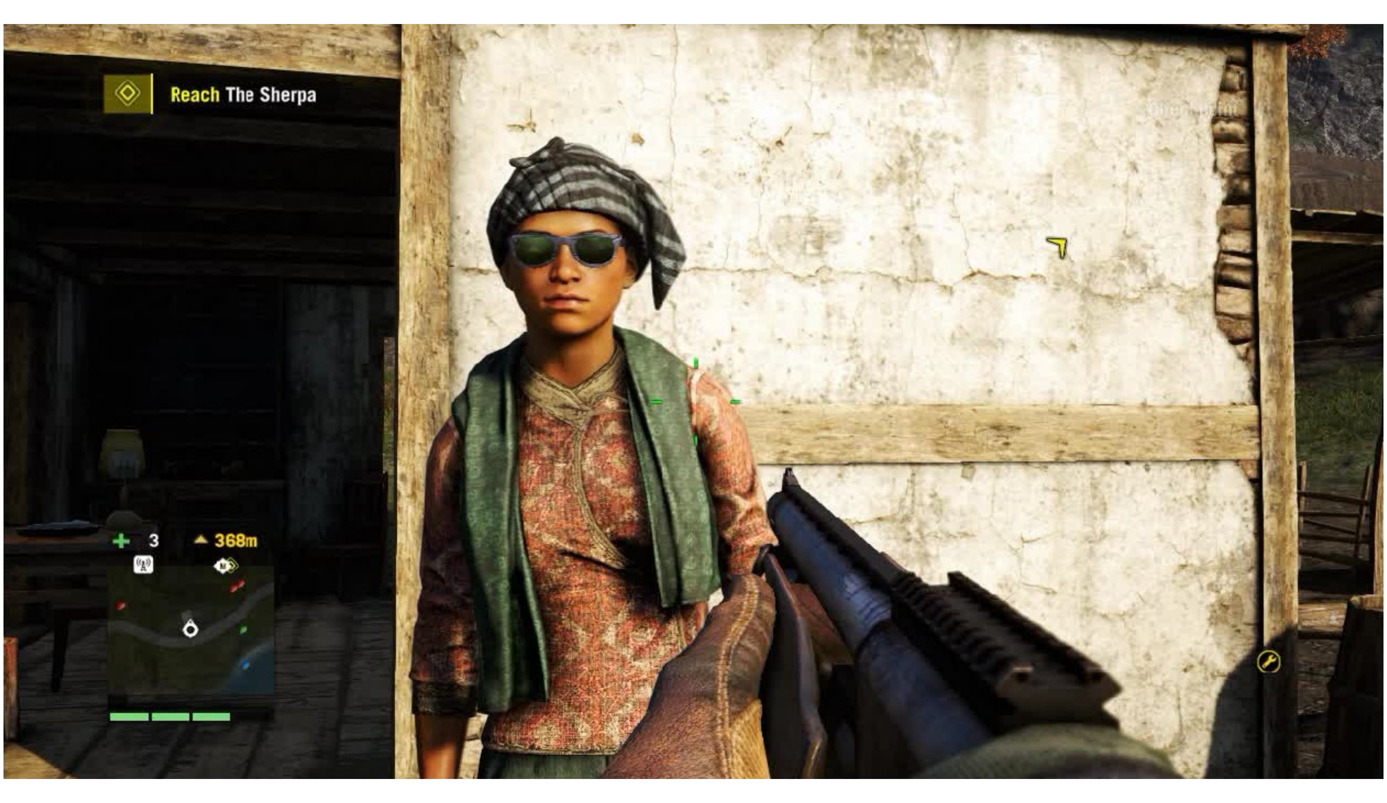
To see Sabal's epilogue, aim for the big S back at Jalendu Temple. But be warned, it's not quite as rosy as you might have hoped. Sabal has some pretty extreme ideas on atonement.



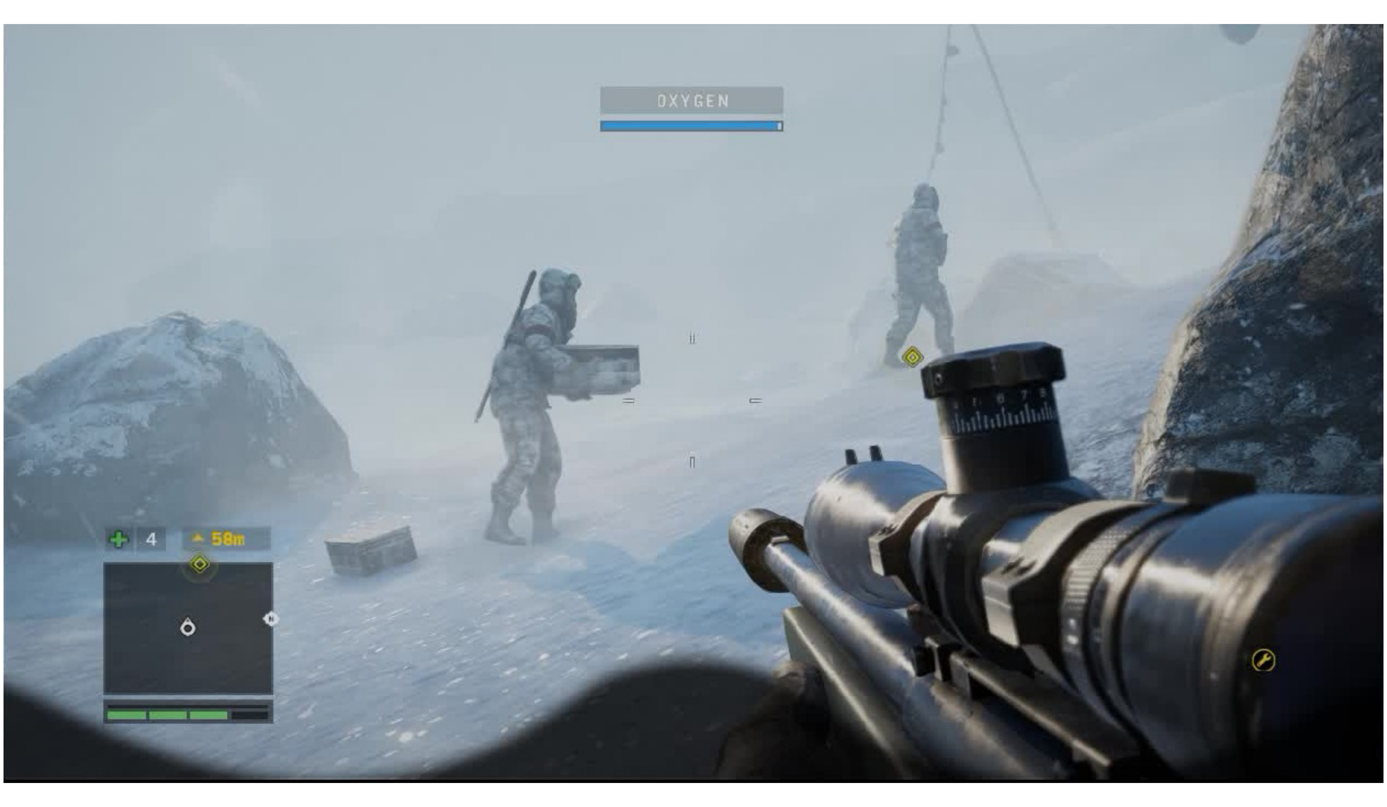
ULC/DLC Missions

The Syringe

This mission unlocks after the Campaign mission "A Cultural Exchange." It seems Pagan has sent a group of soldiers to the Himalayas in search of a secret recipe for what sounds like a souped-up healing syringe. Or so a sweet-talking Kyrati girl in sunglasses says, at least.

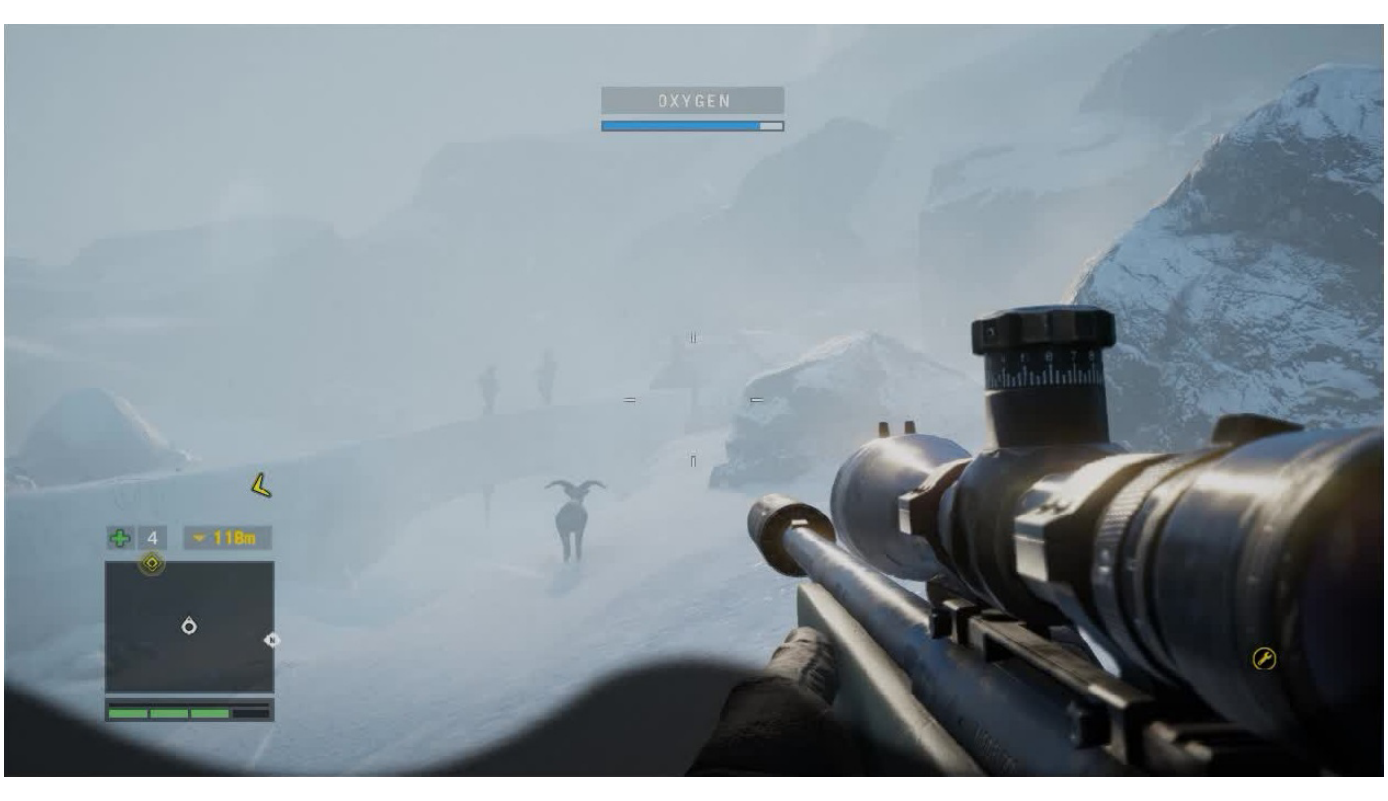


After you get the assignment, it's time to meet your sherpa. Luckily, Ajay seems to pack his own snow shoes, but he needs you to tell him to bring along hunting syringes, something to kill copters, and (if you're into stealth) a silenced sniper rifle. If you've already got the loadout you want, check your map and you should see a buzzer on the hill to the northwest. Head to the sherpa.

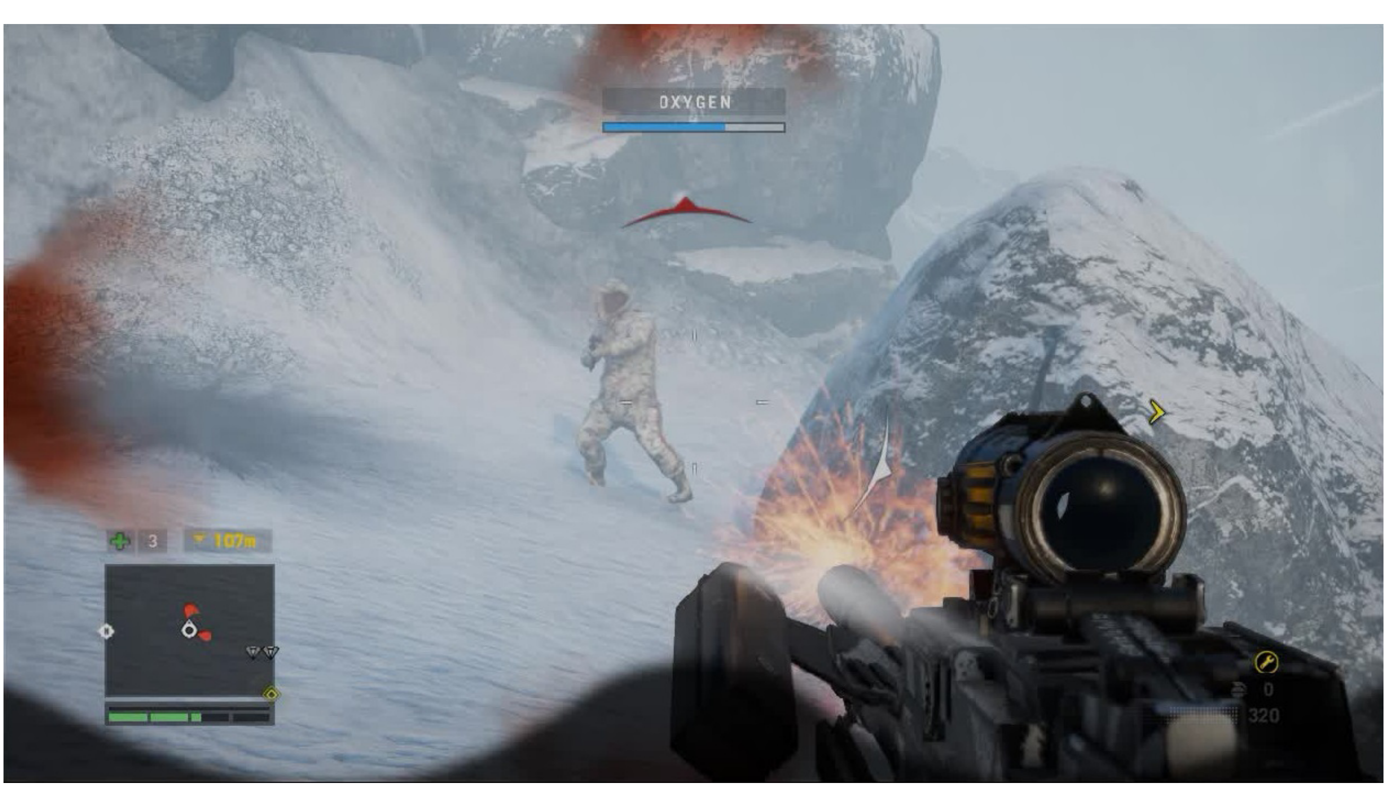


Back in the icy wilderness, you find out the recipe is—naturally—at the very top of a mountain. And Min's men are already on the way up, so the race is on.

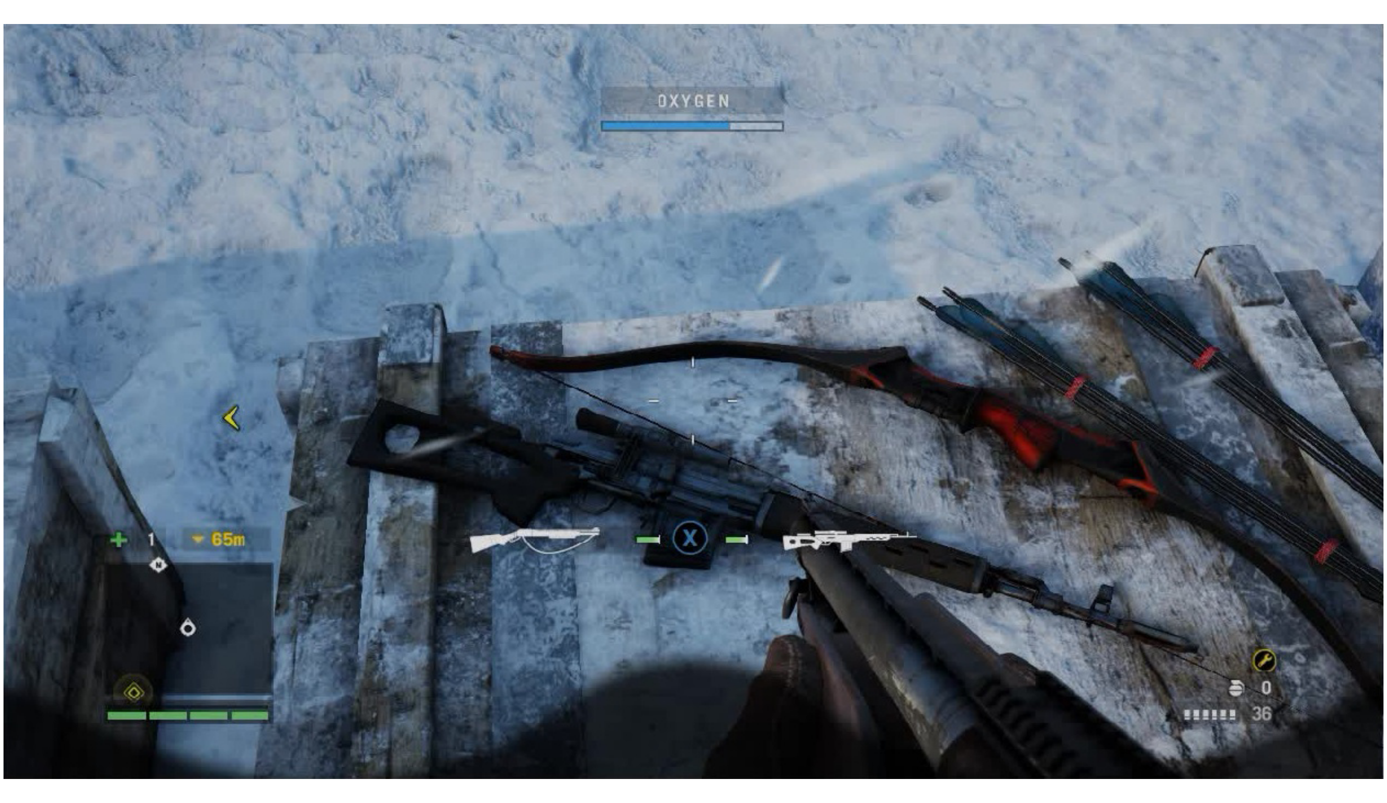
Visibility is poor up here, so you can use it to your advantage. Move quickly, and use quiet kills like takedowns and silenced weapons. At least, until you get to the area with the bharal and the archway.



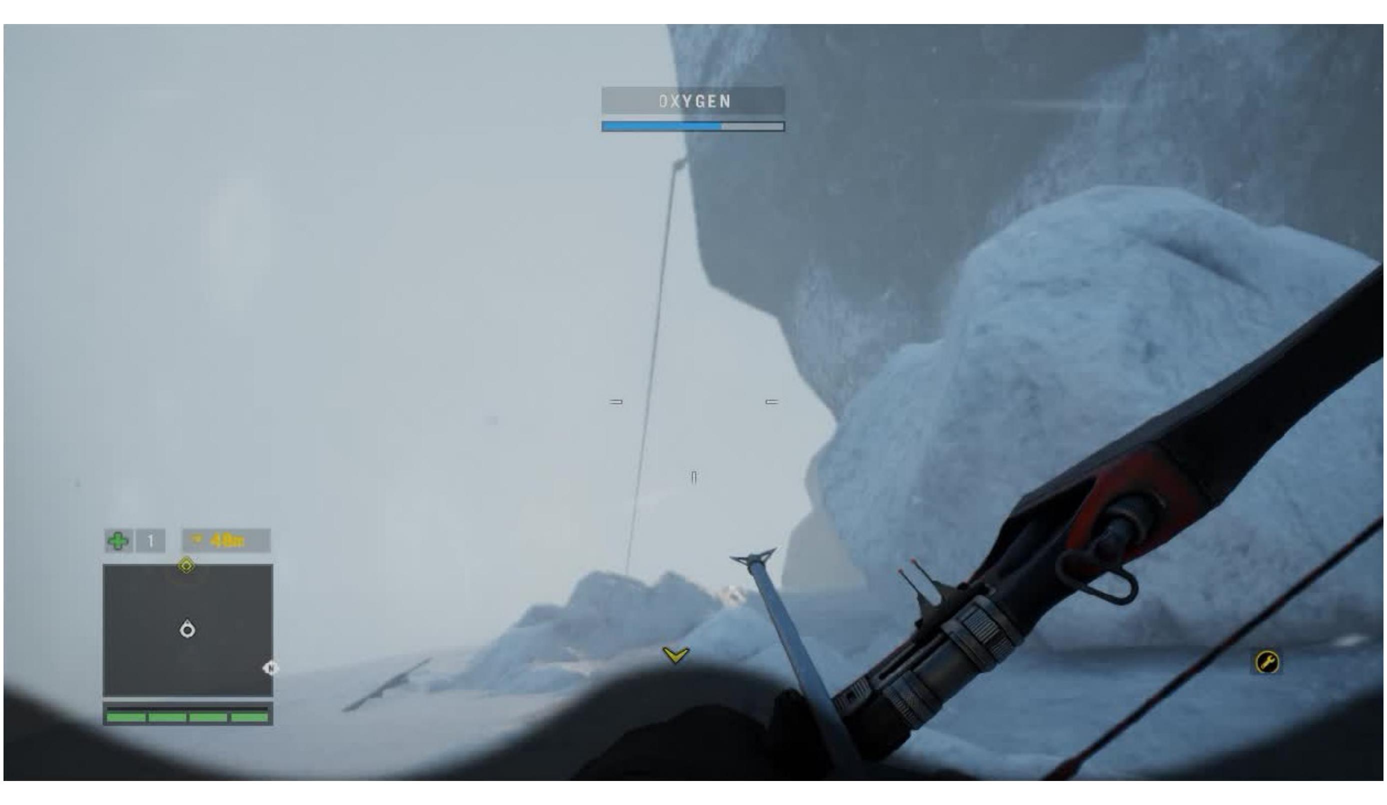
This is where stealth gets tricky. Thanks to the undulating terrain's peaks and valleys, enemies can come from all around. And even if you've popped a hunting syringe and tiptoe like a ninja, a gunfight is practically inevitable. Which is not necessarily a bad thing, considering you're in a hurry to get up the mountain and you need to constantly collect fresh oxygen canisters.



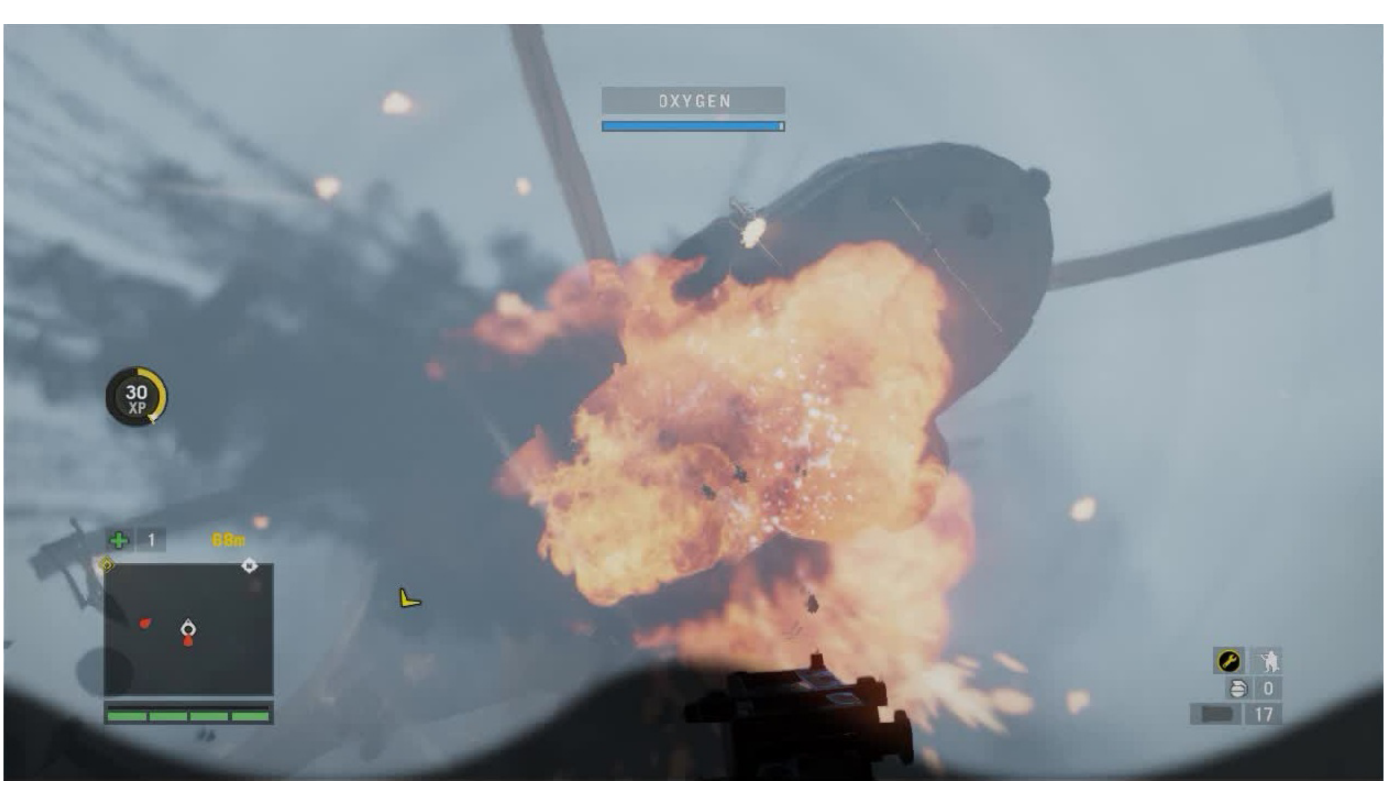
Incidentally, if you haven't yet grabbed a recurve bow and an SVD sniper rifle, be sure to check out the crates on the ice bridge. And absolutely loot fallen soldiers until you find a P416 assault rifle.



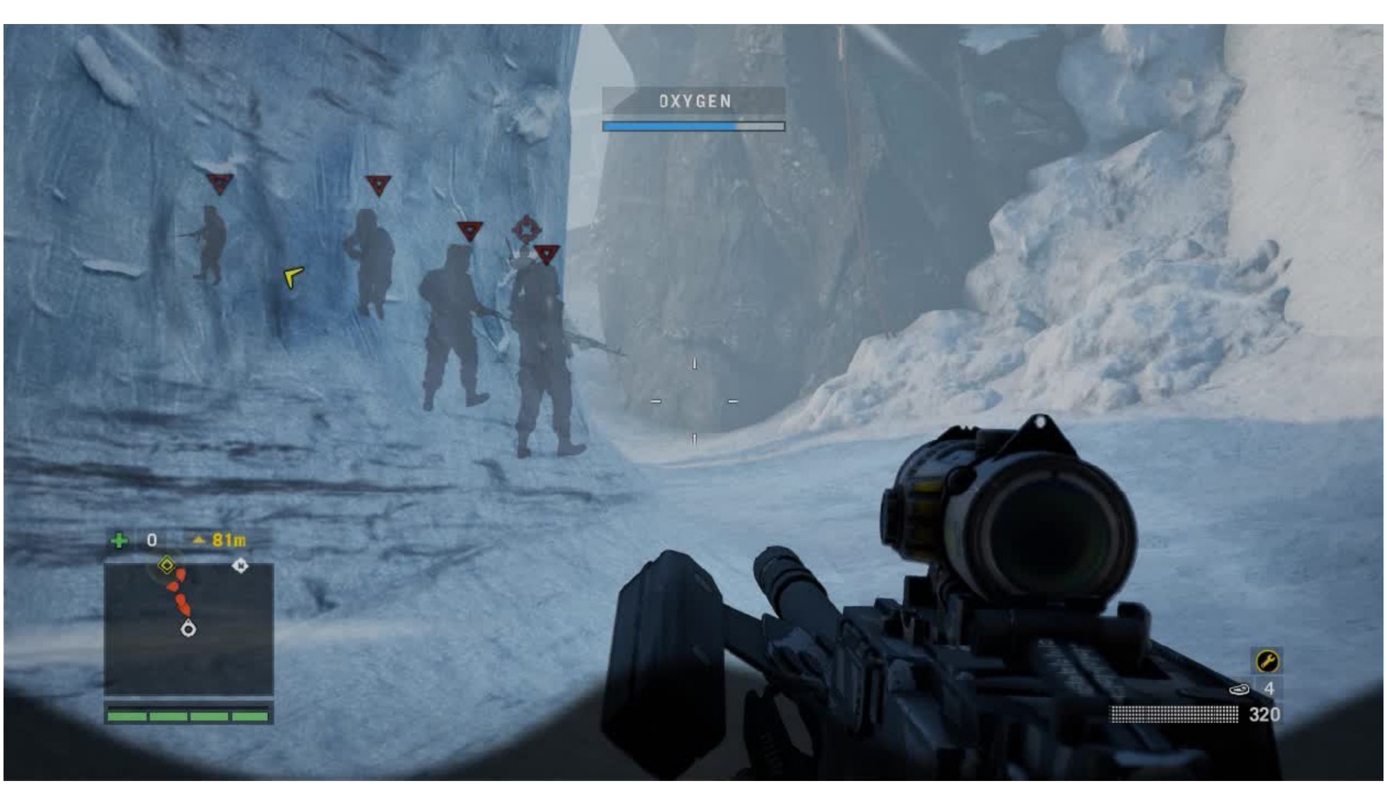
Once you've looted to your heart's content, it's time to get moving again. There are multiple paths through this area, but we like the zipline south and west of the ice bridge.



You'll encounter more troops on the other side, as well as a helicopter. You know what to do.

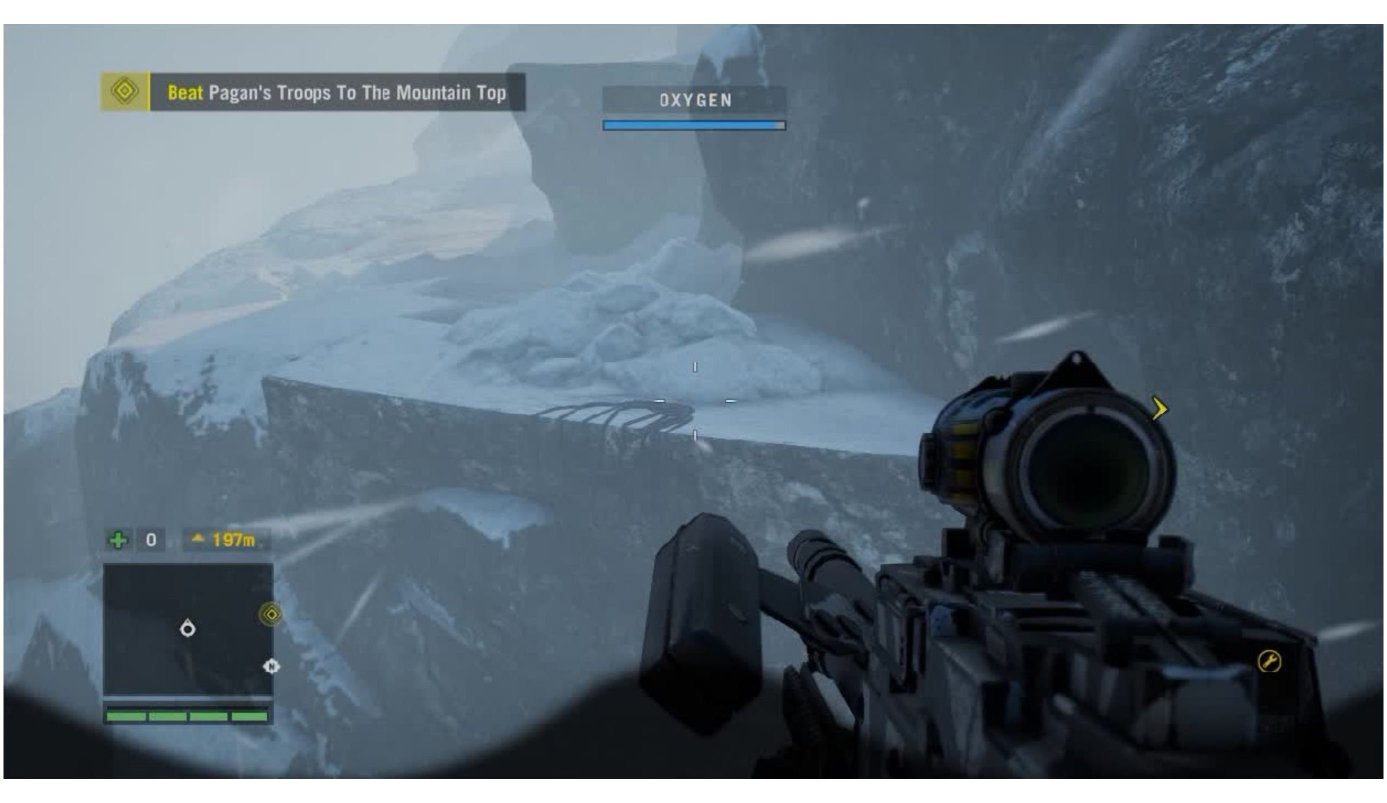


Continue on. The level here is basically a canyon run, but the paths still twist around, so keep your head on a swivel, watch for the flamer, and don't descend into the crevice between the two cliffs until you have no other choice. It can turn into a real kill chute.

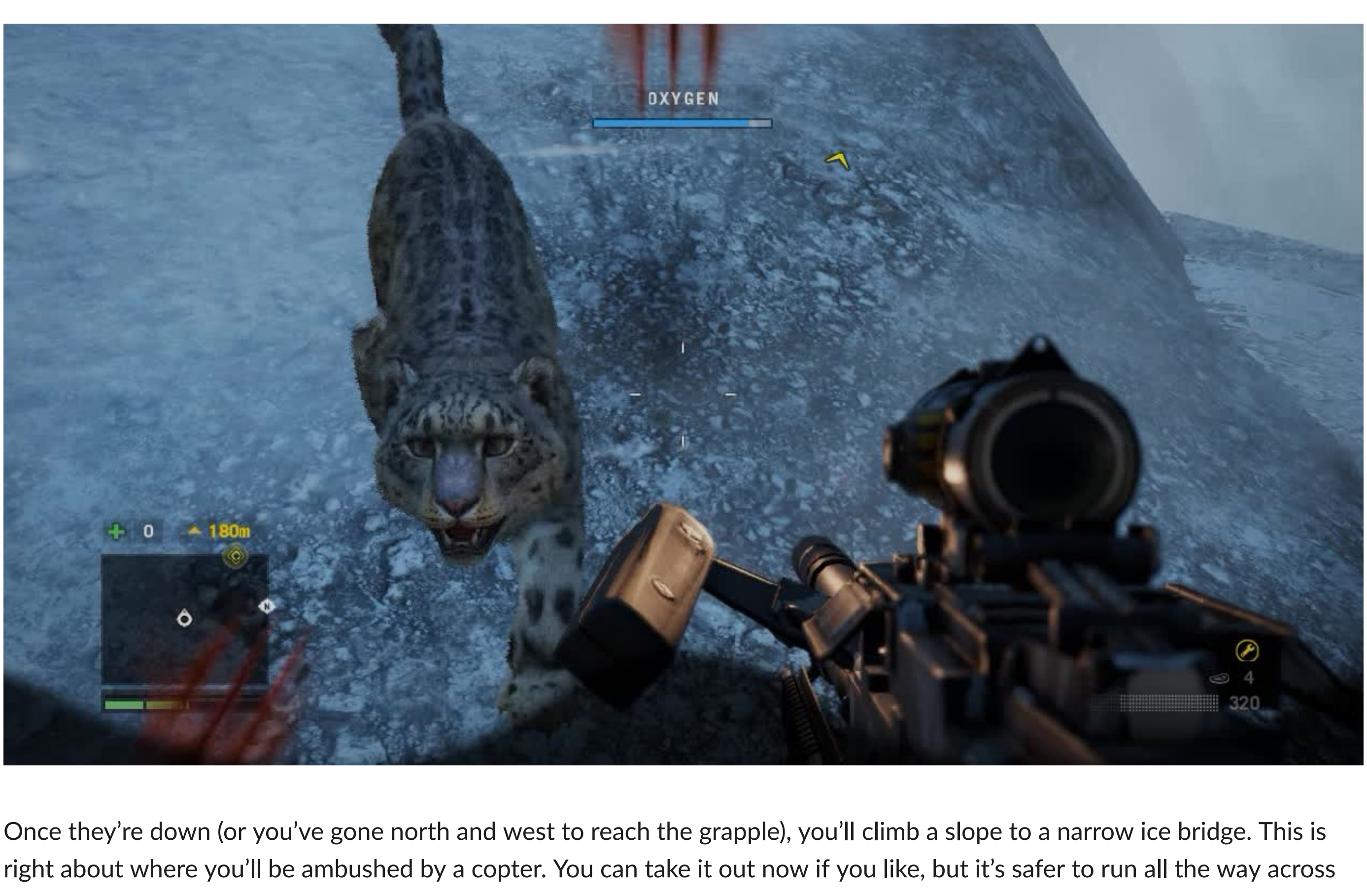


Got that hunting syringe? It's essential to avoiding an ambush or three.

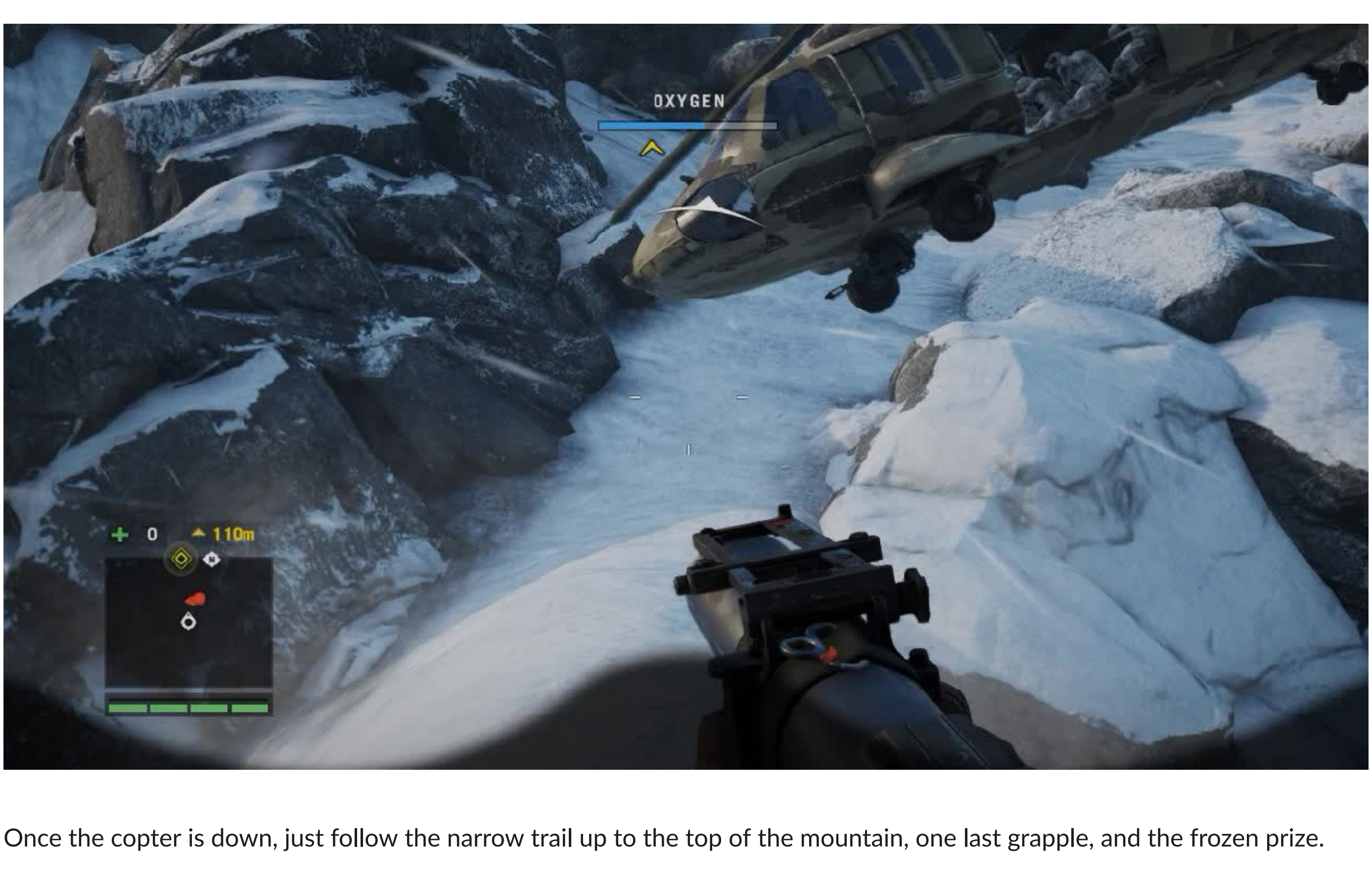
It'll take awhile to shoot your way through the rest of the canyon, but you'll eventually find yourself walking along a ledge that leads to a very long gap.



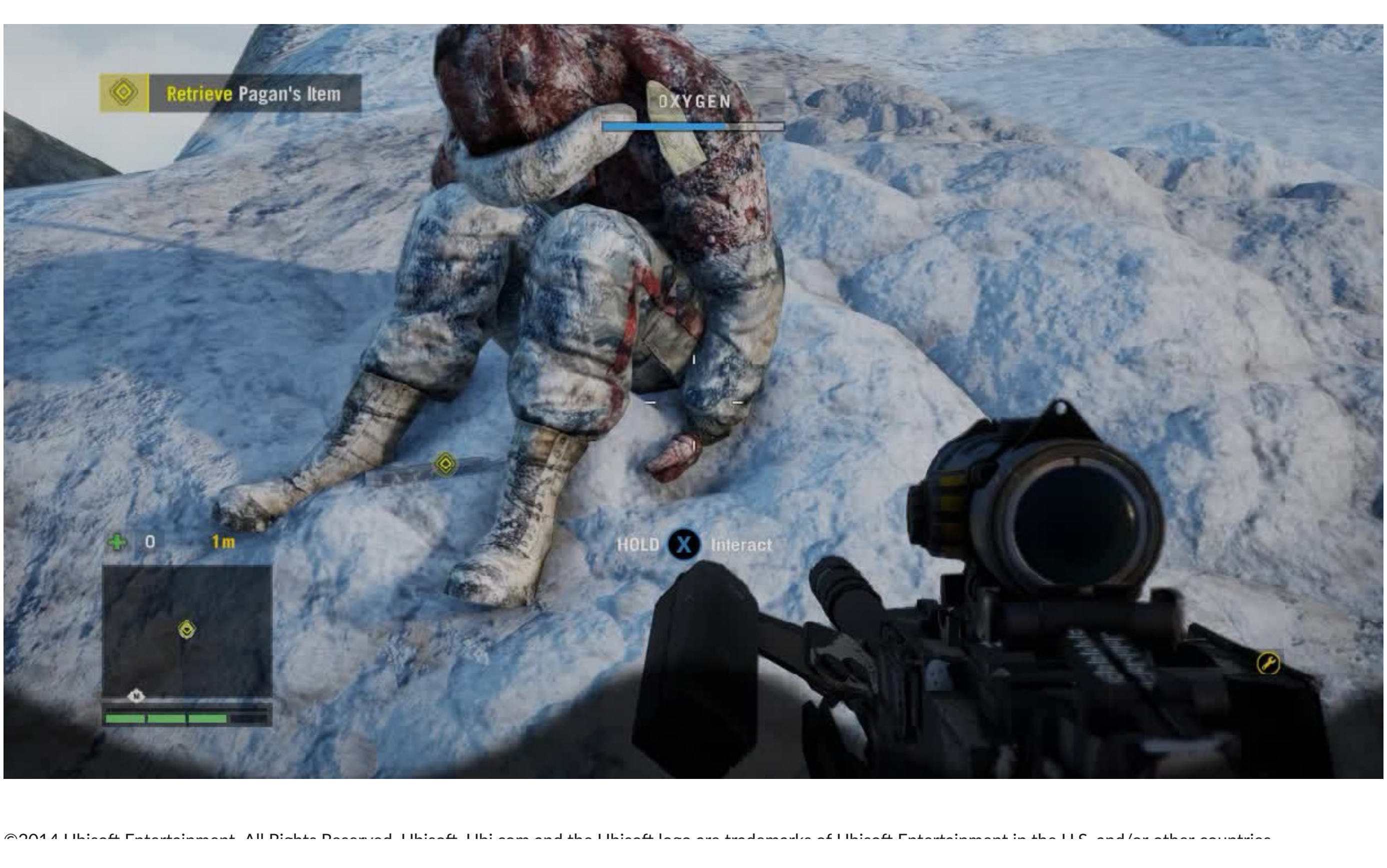
You have to drop down, but watch out for two snow leopards who lurk around here.

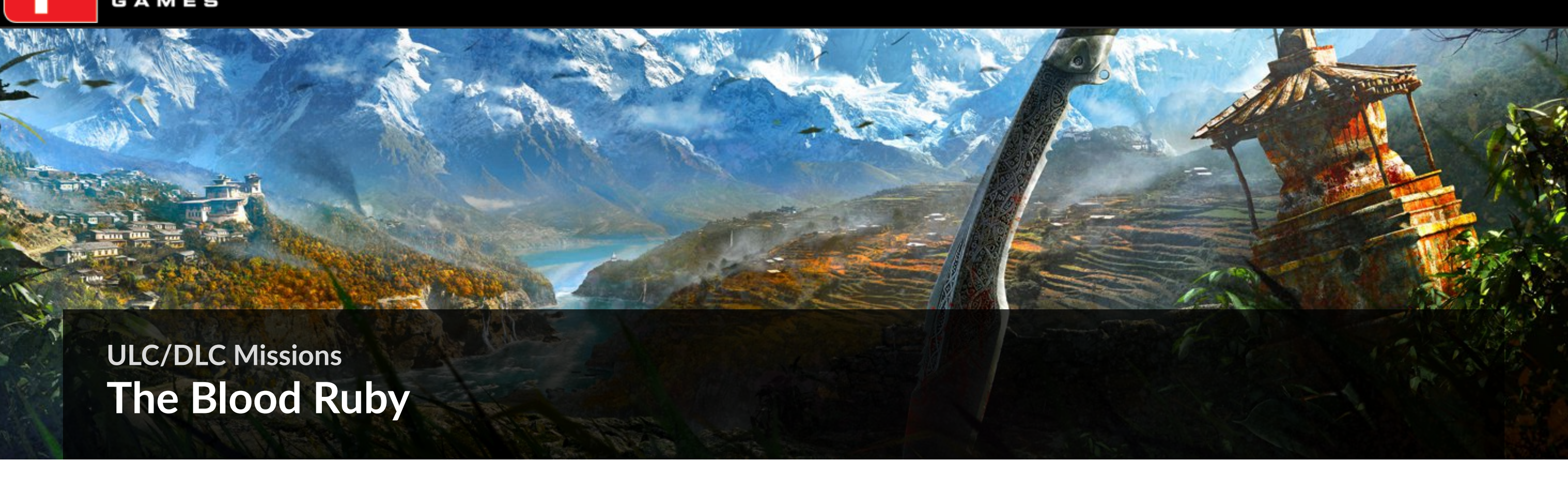


Once they're down (or you've gone north and west to reach the grapple), you'll climb a slope to a narrow ice bridge. This is right about where you'll be ambushed by a copter. You can take it out now if you like, but it's safer to run all the way across first, so you don't accidentally slip off the edge of the bridge.



Once the copter is down, just follow the narrow trail up to the top of the mountain, one last grapple, and the frozen prize.





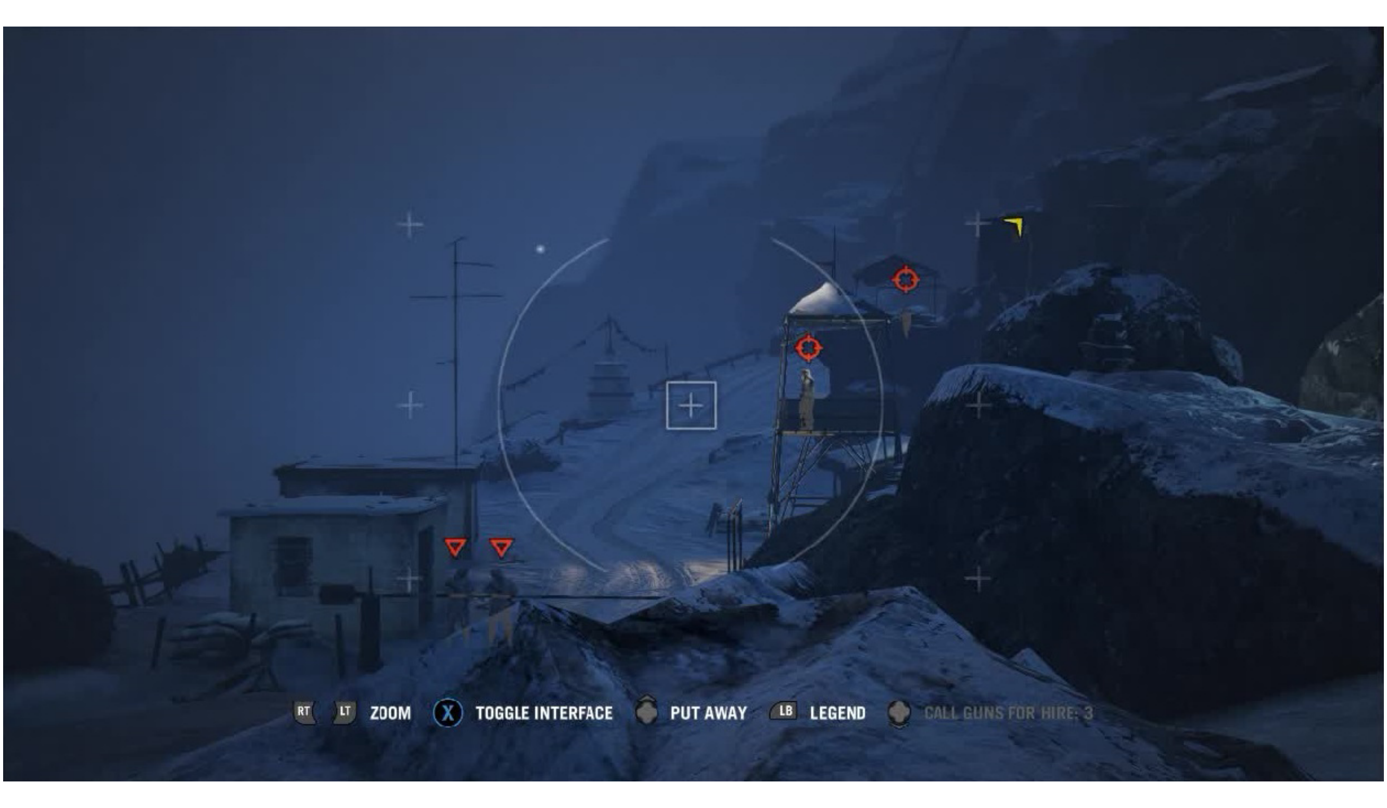
ULC/DLC Missions

The Blood Ruby

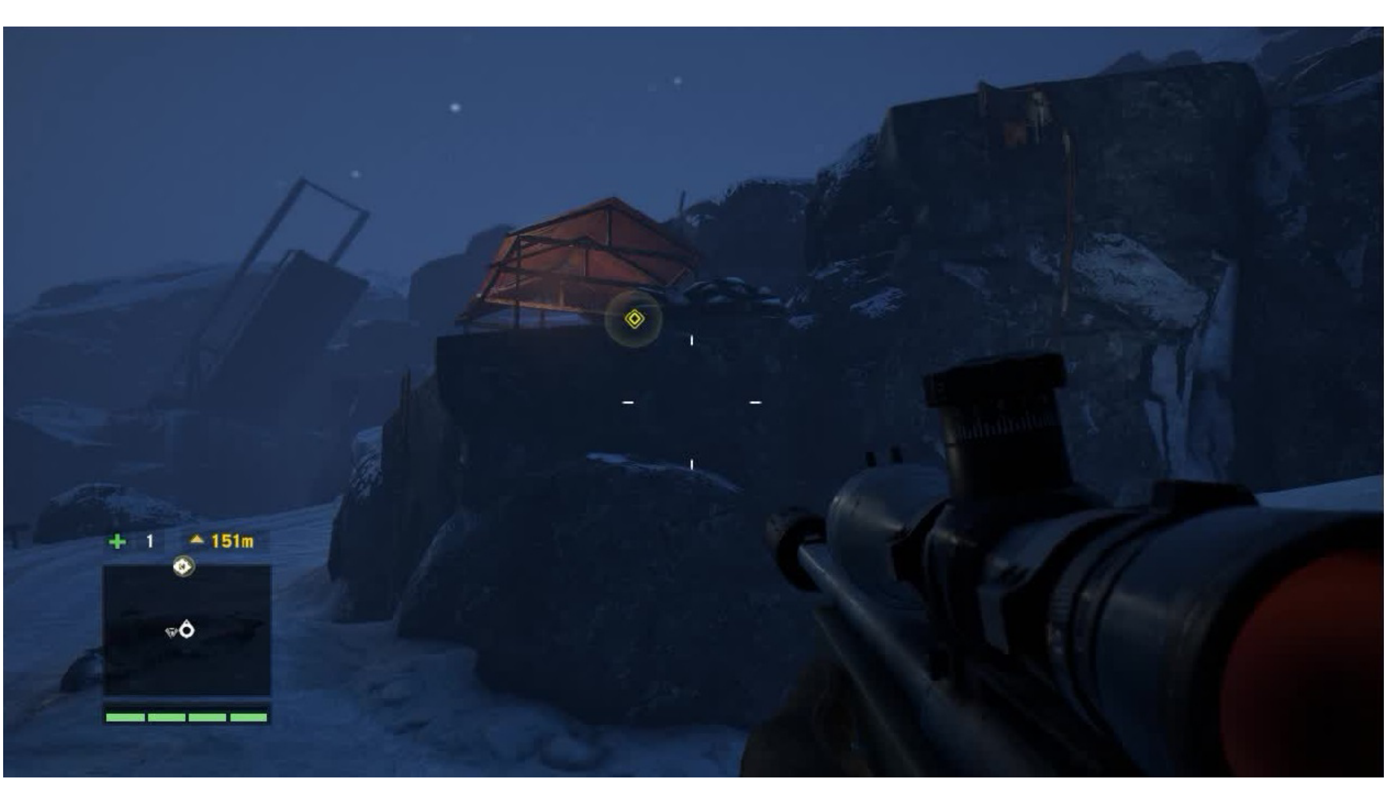
Another journey to the frozen lands. The bad guys have found a sacred ruby the size of a fist. Now, it's up to you to steal it from them before they sell it.

You can charge up the path to the mine with guns blazing if you like. But it's dark, it's quiet, the moon is glinting off the snow . . . why not get a little stealthy? Hug the cliff wall to the north/right and creep up and around the corner.

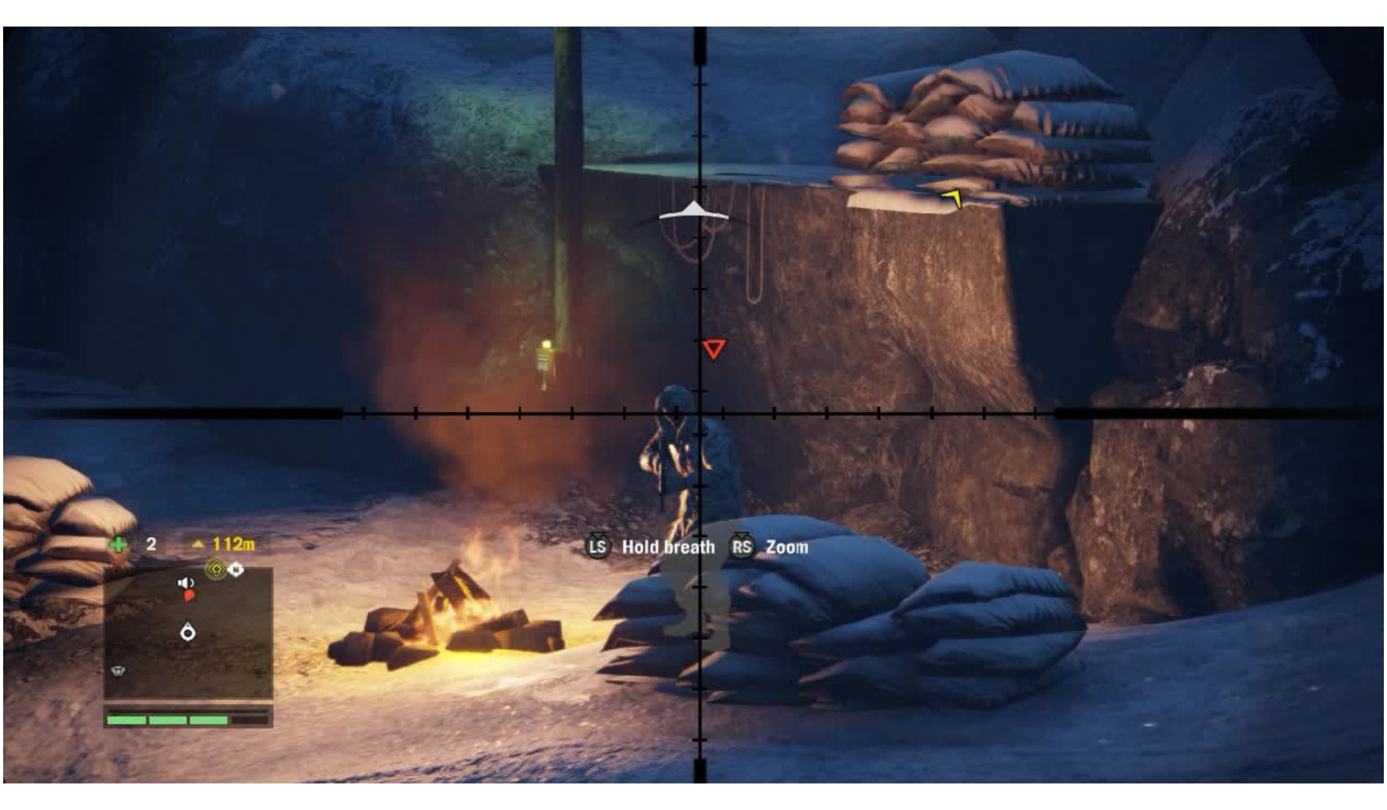
This first area has four enemies to worry about: Two guards at the gate across the road, a sniper in the watchtower on the east side of the road, and a sniper on the raised lookout a short distance up the road. Also, the first of three alarm poles stands right behind the watch tower.



Snipe the two snipers first, then the alarm box. Creep down the hill and wait for one of the guards at the gate to walk away, then take them both out. Once they're down, you'll find a grapple up near the first sniper's platform.

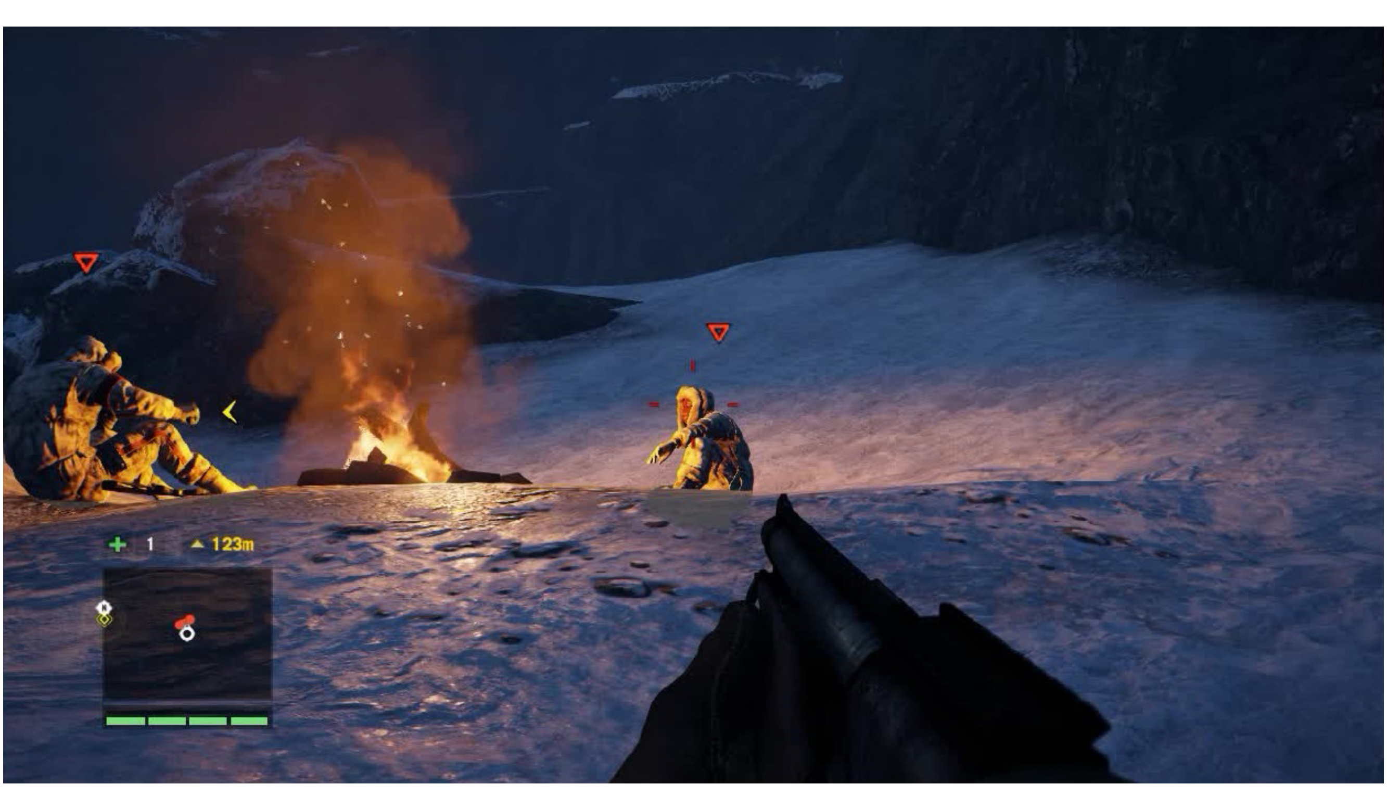


If you have a hunting syringe, pop it. Your first target is the lone guard who hangs out just west/left of the shelter at the top. Then grab the health pack from the table and snipe the guard across the street, near the second alarm pole. Snipe the alarm, too.

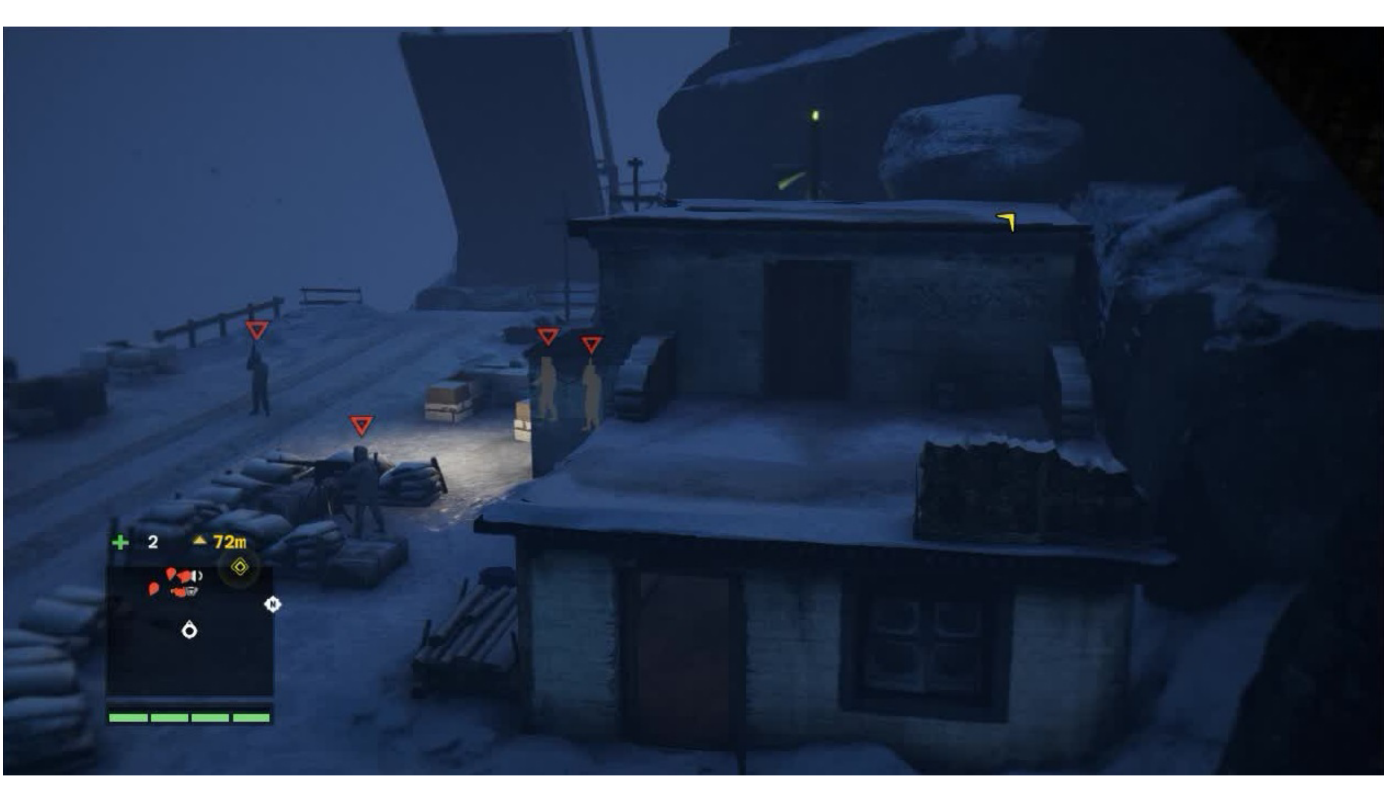


NOTE

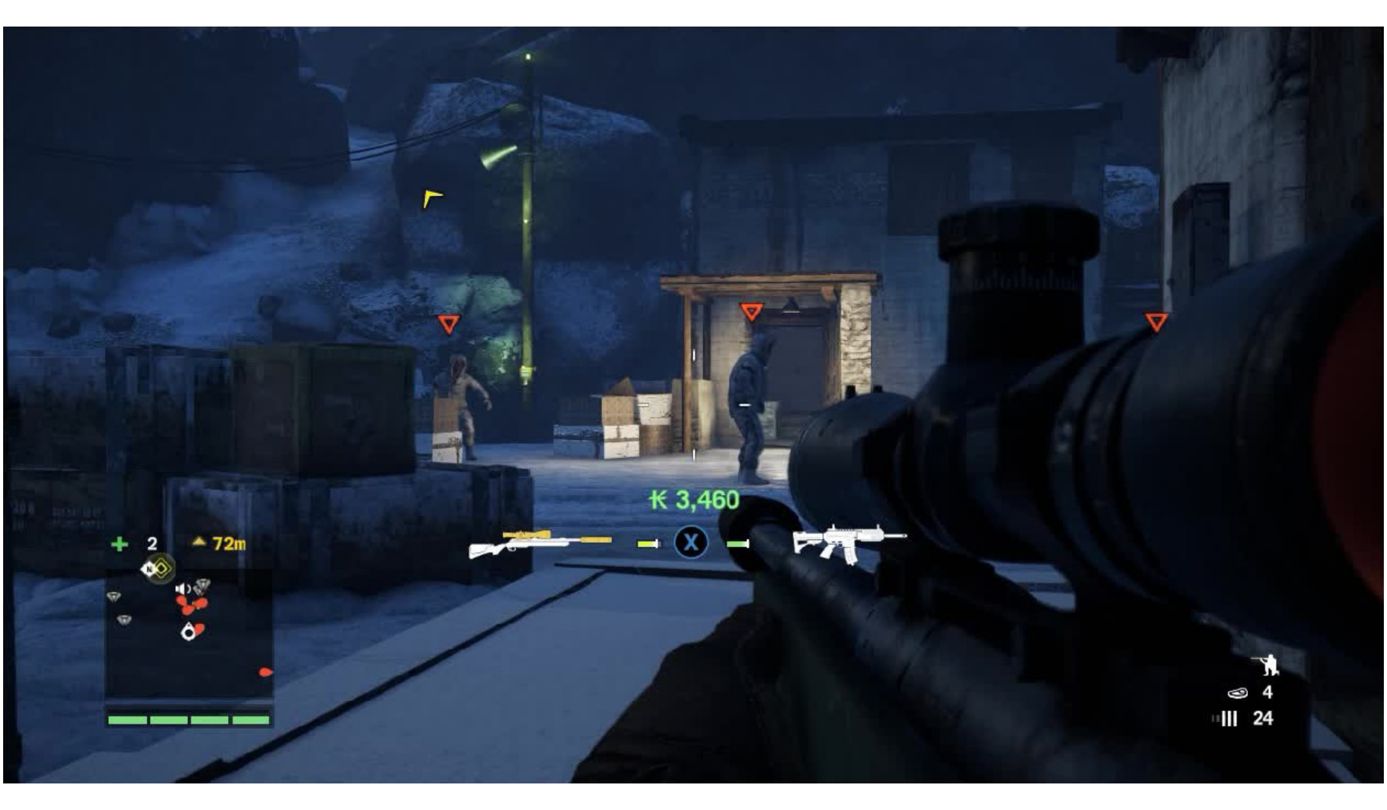
You'll also notice two guards sitting around a fire to your east. Kill them if you want, but you can also completely ignore them.



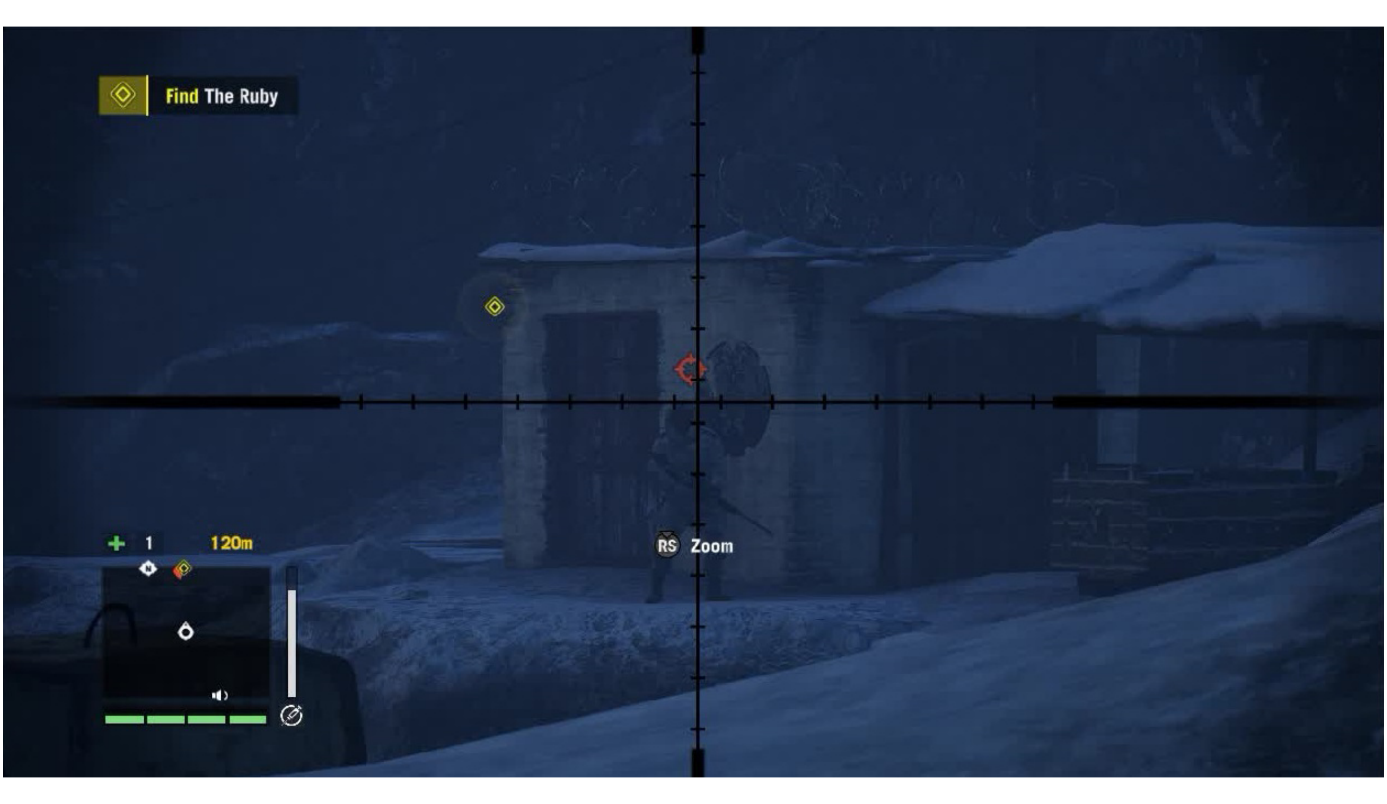
Your goal here is to get to the mine, but you don't have to lower the raised drawbridge in the distance. If you're ready to uncork some firepower, just continue straight up the road and open fire. If you're still feeling sneaky, you have two options, neither simple. You could continue hugging the cliffside and creep your way to a grapple that swings you onto a rooftop, from which you can climb onto an even higher roof, then disable the third alarm (if you like) and follow a raised, curving trail north to the next area.



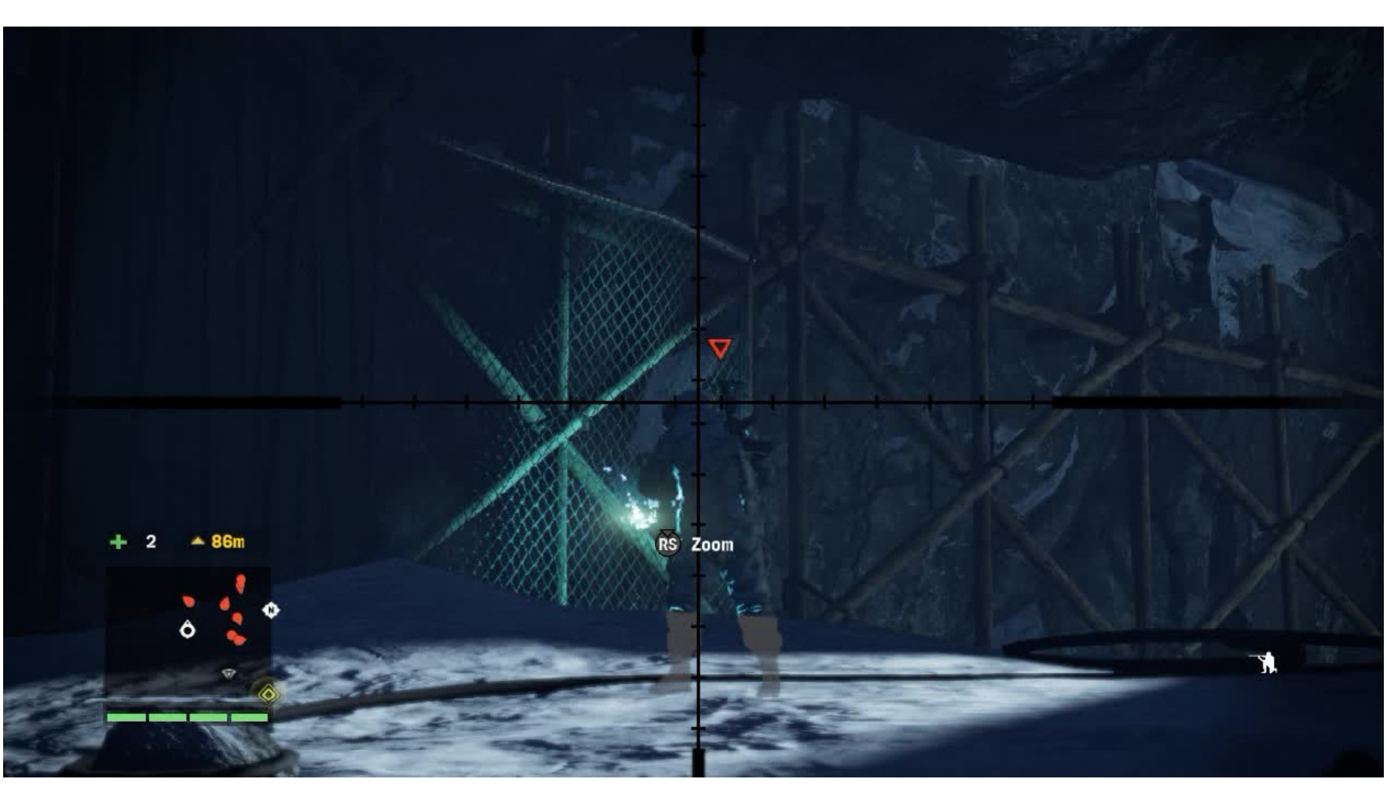
Or, you could drop down and cross the street, then climb first the ledge near the alarm pole, then the ladder. You'll find yourself right outside a cabin with a rocketeer inside, but if you're good with close-quarters action and thrown rocks, you can clear enough of a path to sneak your way past to the third alarm and the trail up.



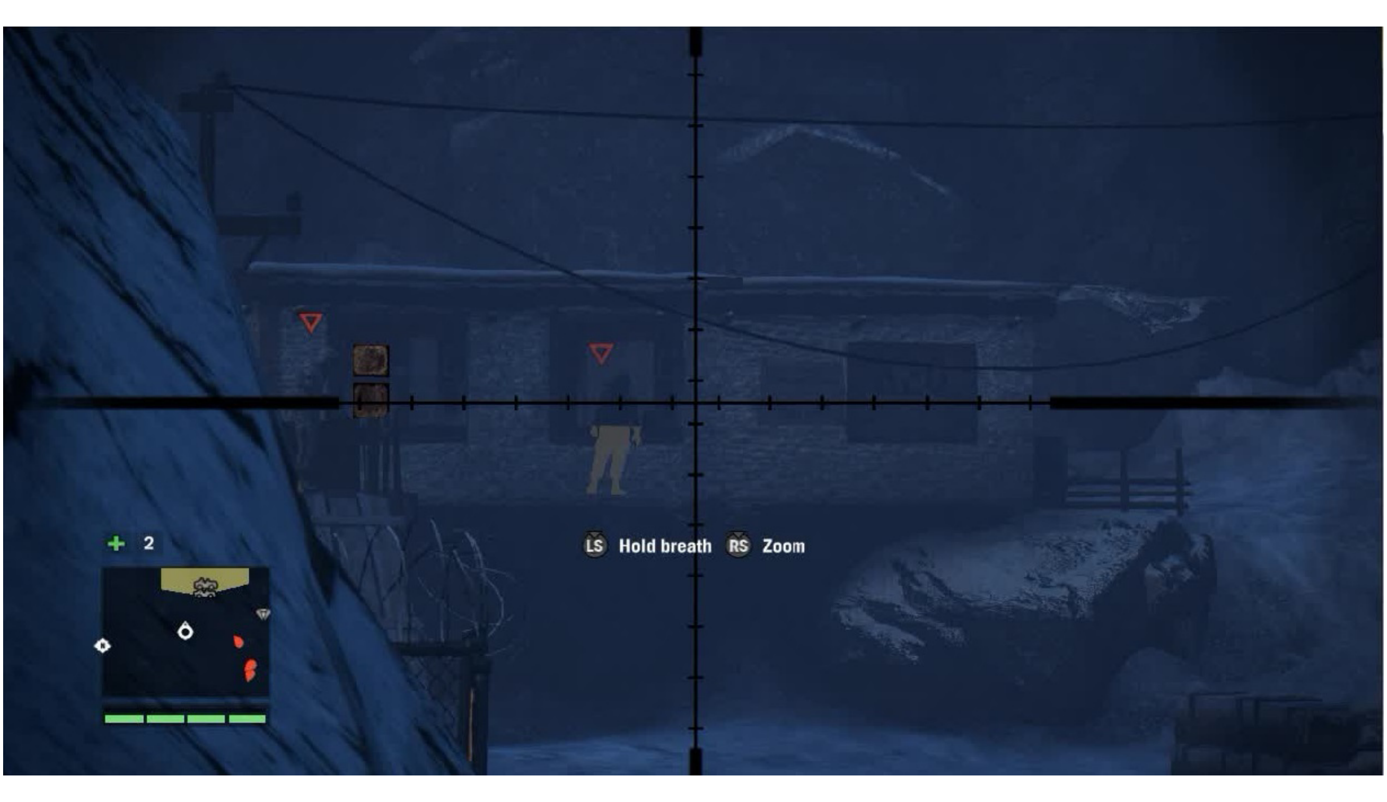
However you get to the new area, the first thing you'll want to do is pop another hunting syringe and snipe the guard in the raised guardhouse to the northeast. Follow the trail toward the house and around it, until the cart rails lead back down the hill. Watch the guards' patterns as you go and snipe them one-by-one as the opportunities present themselves.



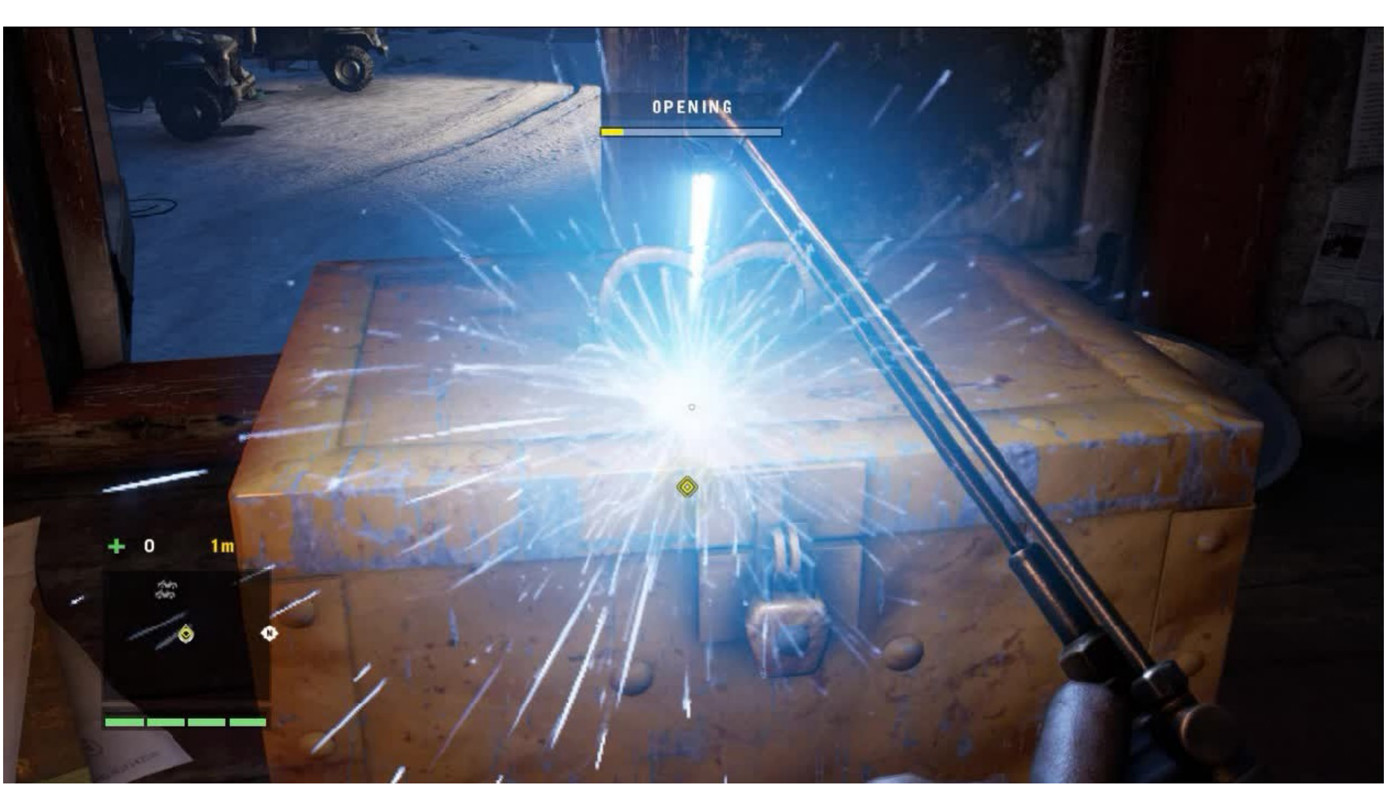
When you reach the bottom (near the guard who often examines the wooden shelter), slip across the road and in through the open door in the cliff. From this tunnel, you can put down the welding guard and follow the tunnel all the way around to the guard on overwatch.



You're almost there. Snipe the guard on duty and drop down on the guard sitting just under the ledge. Now follow the road up to the east, hugging the cliff wall and taking care to keep your distance from the troops patrolling the pit to the south. When you reach the trail's end, you've got two guards to dispose of in the guardhouse to the east.



Wait for the guards to stand in such a way that you can snipe one without the other noticing, then take them both down and head into the guardhouse. Note the rocket launcher and shotgun conveniently placed within easy reach, and break out your repair tool to break into the storage box.



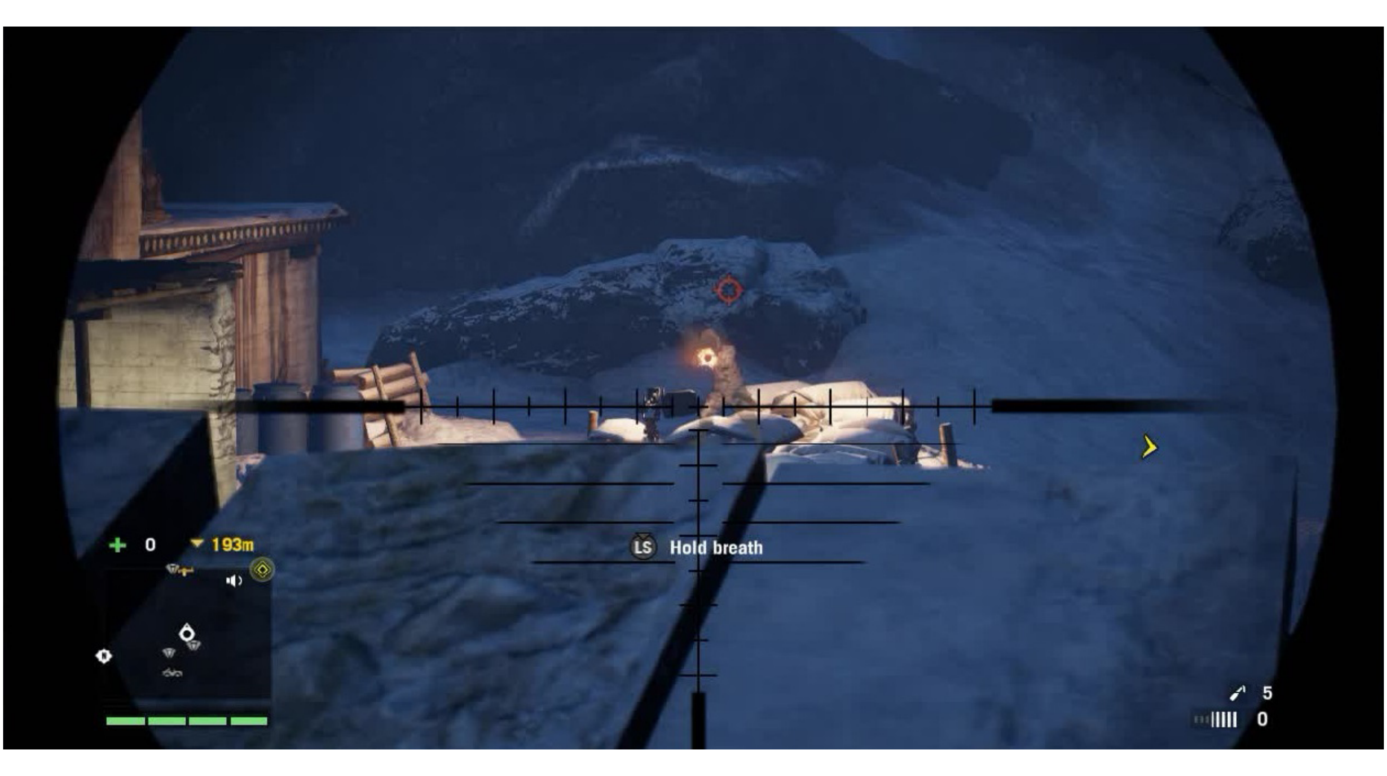
Reinforcements will show up as you cut into the box, but the rocket launcher will make short work of them.

MULTI KILL x 4
0
3m
5
4

Keep cutting, and the ruby will be yours.

Does this look delicious to anyone else, or is it just me?

From here on, it's a straight-ahead shootout back to the place where you entered the level. You'll encounter a heavy flamer almost immediately, but beyond him, your only real threat is a rocketeer waiting for you to jump a hijacked vehicle over the drawbridge (which is crazy fun, so you should totally do that. But maybe climb the ramp on foot and snipe the rocketeer first).

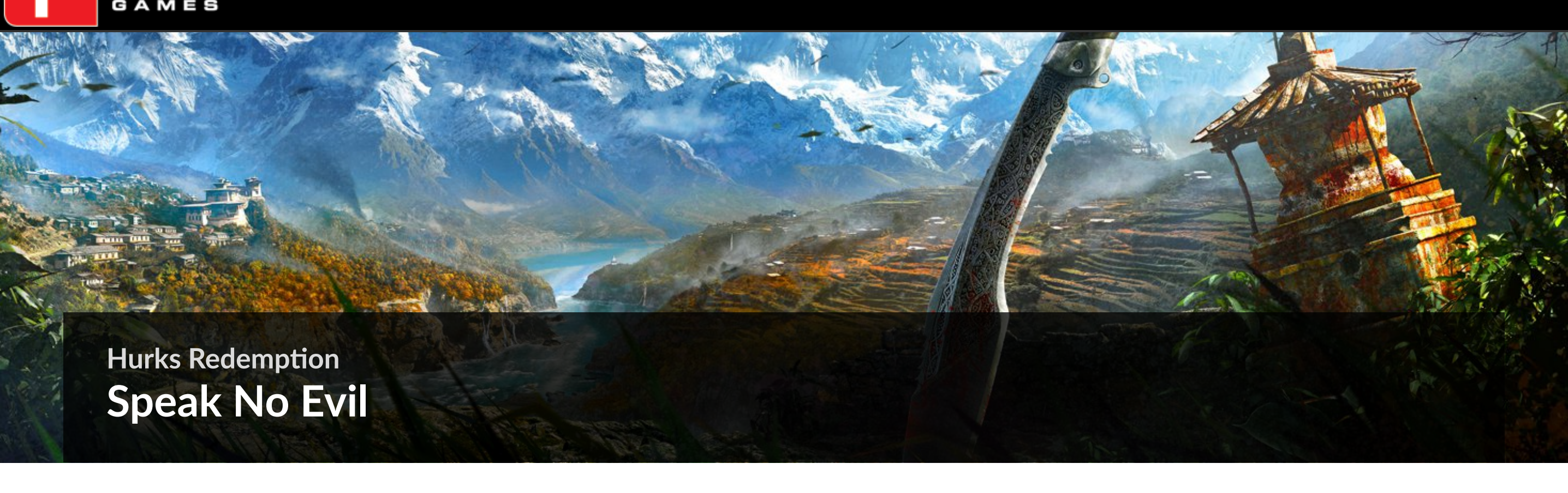


Hurks Redemption

Hurks Redemption Intro

Also known as “Hurk’s Return,” this off-kilter trilogy of missions revolves around Hurk’s obsession with monkeys.

Seriously.

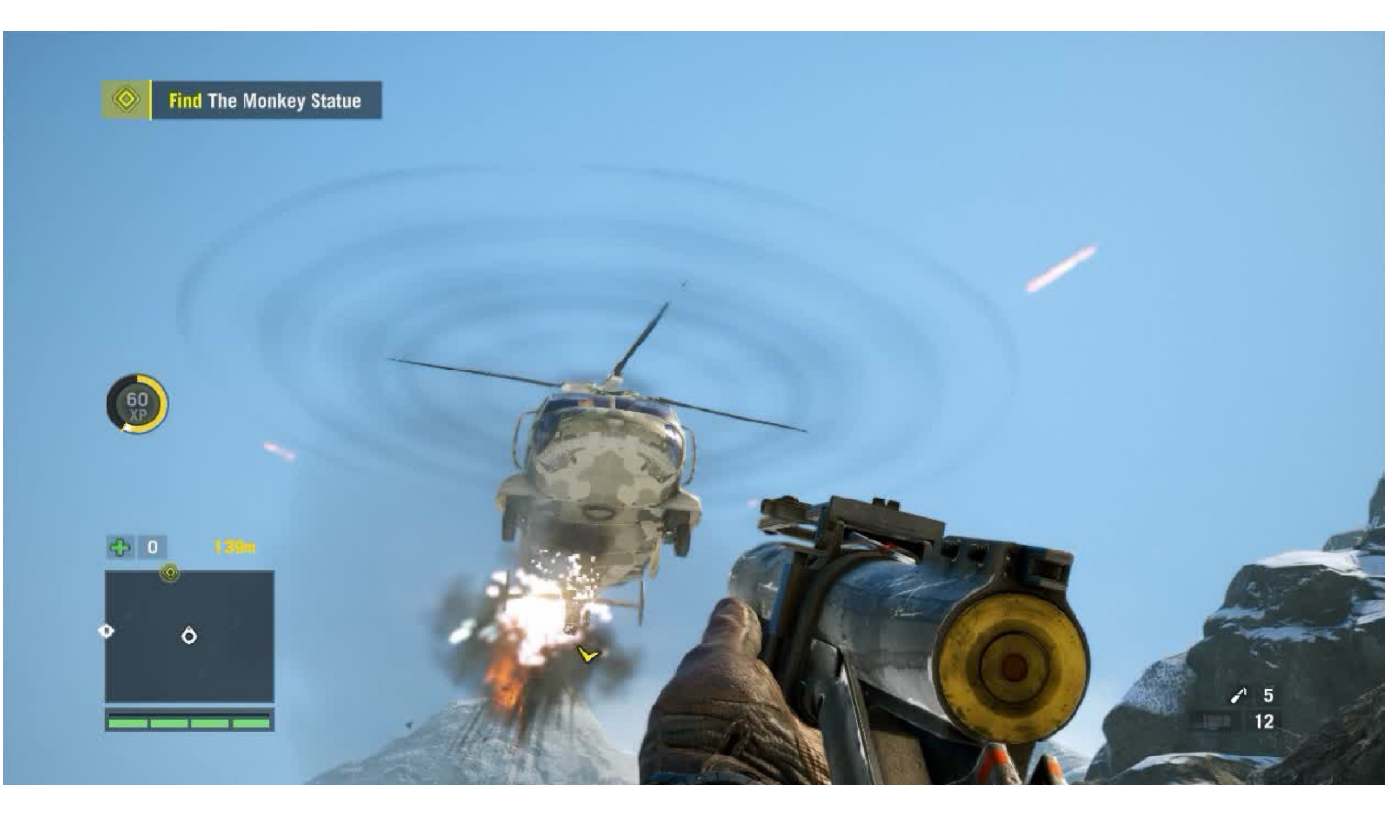


Hurks Redemption

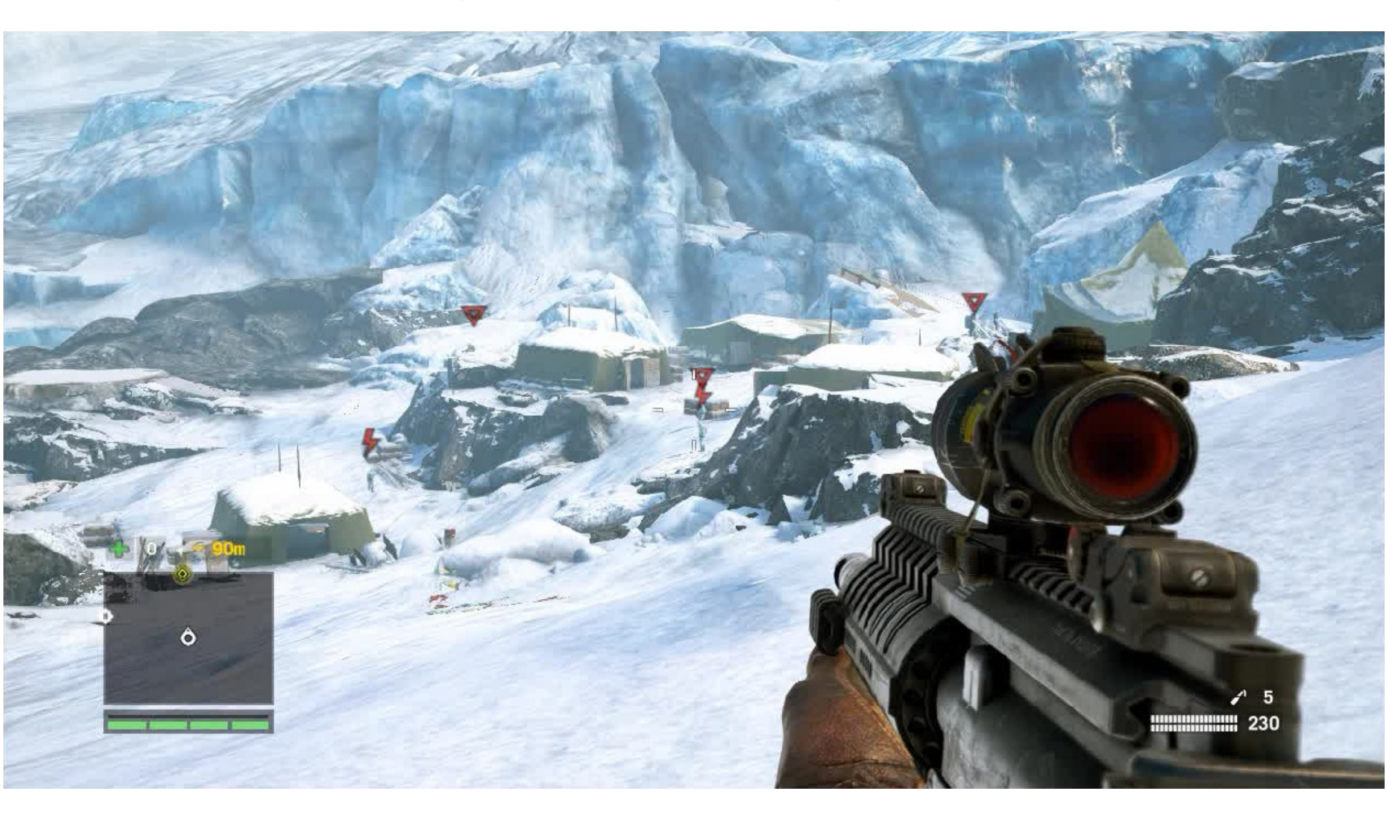
Speak No Evil

The first of Hurk's missions unlocks when you complete the campaign mission "Sermon on the Mount." When you reach the mission locator (a random billboard), Hurk radios and explains the Royal Army has unearthed a monkey statue in the Himalayas that he just has to have. And he needs you to steal it for him because he can't do it himself because he brought his monkey friends along and they couldn't take the cold. Logic isn't exactly Hurk's strong point, but he is strangely persuasive. Climb the hill behind the billboard to reach your sherpa.

When you arrive, the very first thing you'll hear is the wop-wop-wop of a helicopter's rotor. It'll actually pass right over you, so you don't have to shoot it down. But if you do, wait until it's just past you, so it doesn't land on your head.

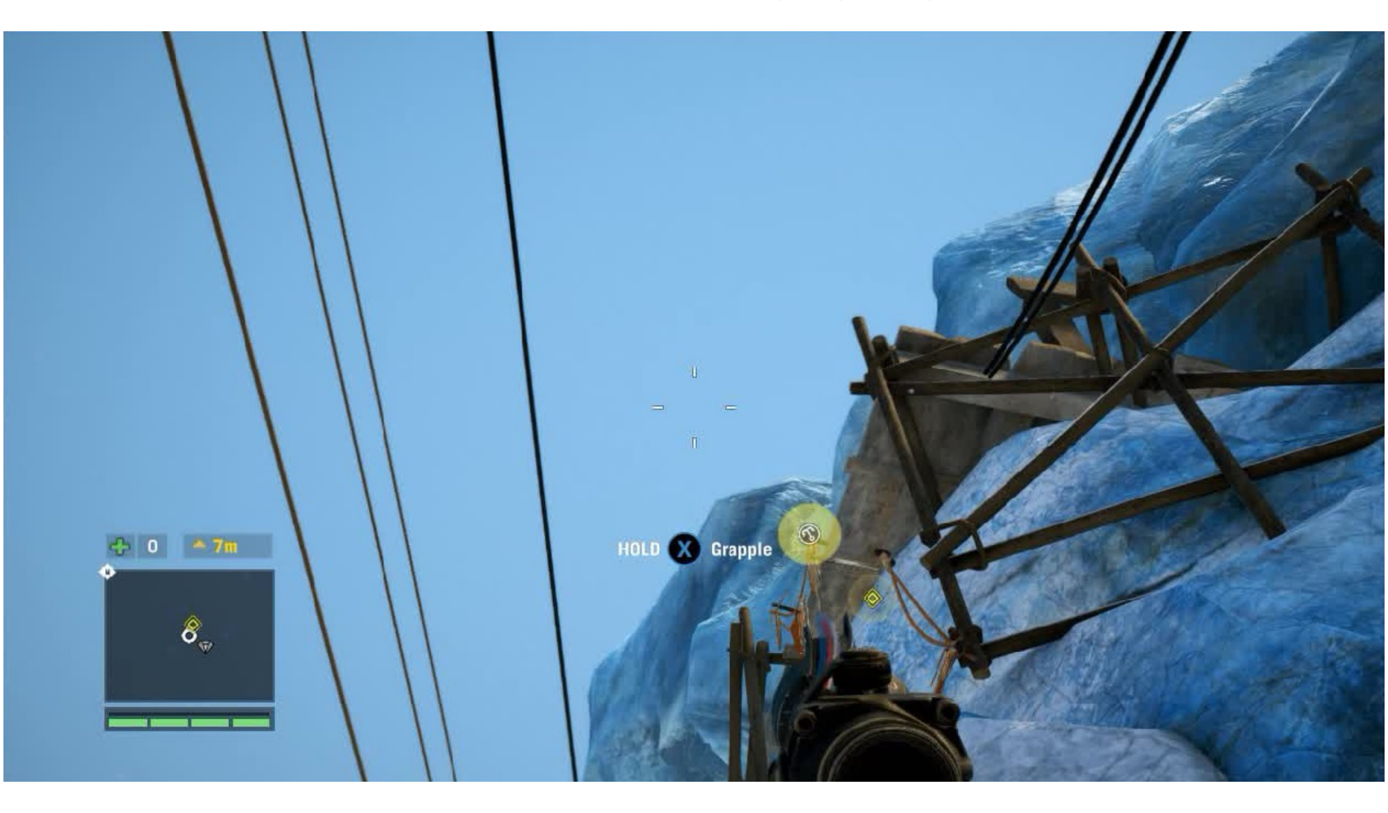


Around the corner, you'll see a few tents guarded by a scattered handful of guards.

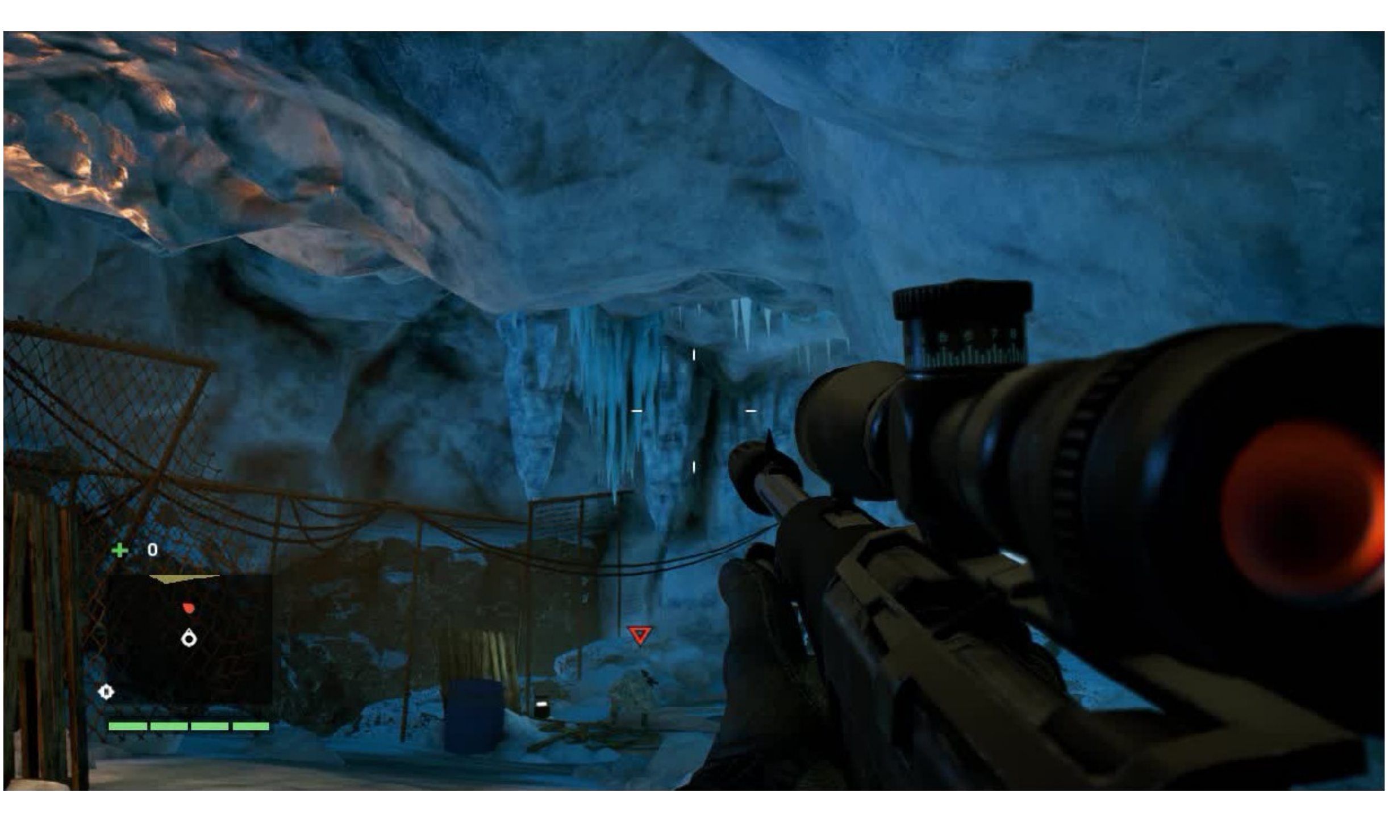


It's an easy infiltration whether you're a sneaker, a sniper, or a shooter. The only problem is, there's no statue. Looks like the Royal Army haven't fully excavated it yet. You'll have to head into the glacier's ice caves.

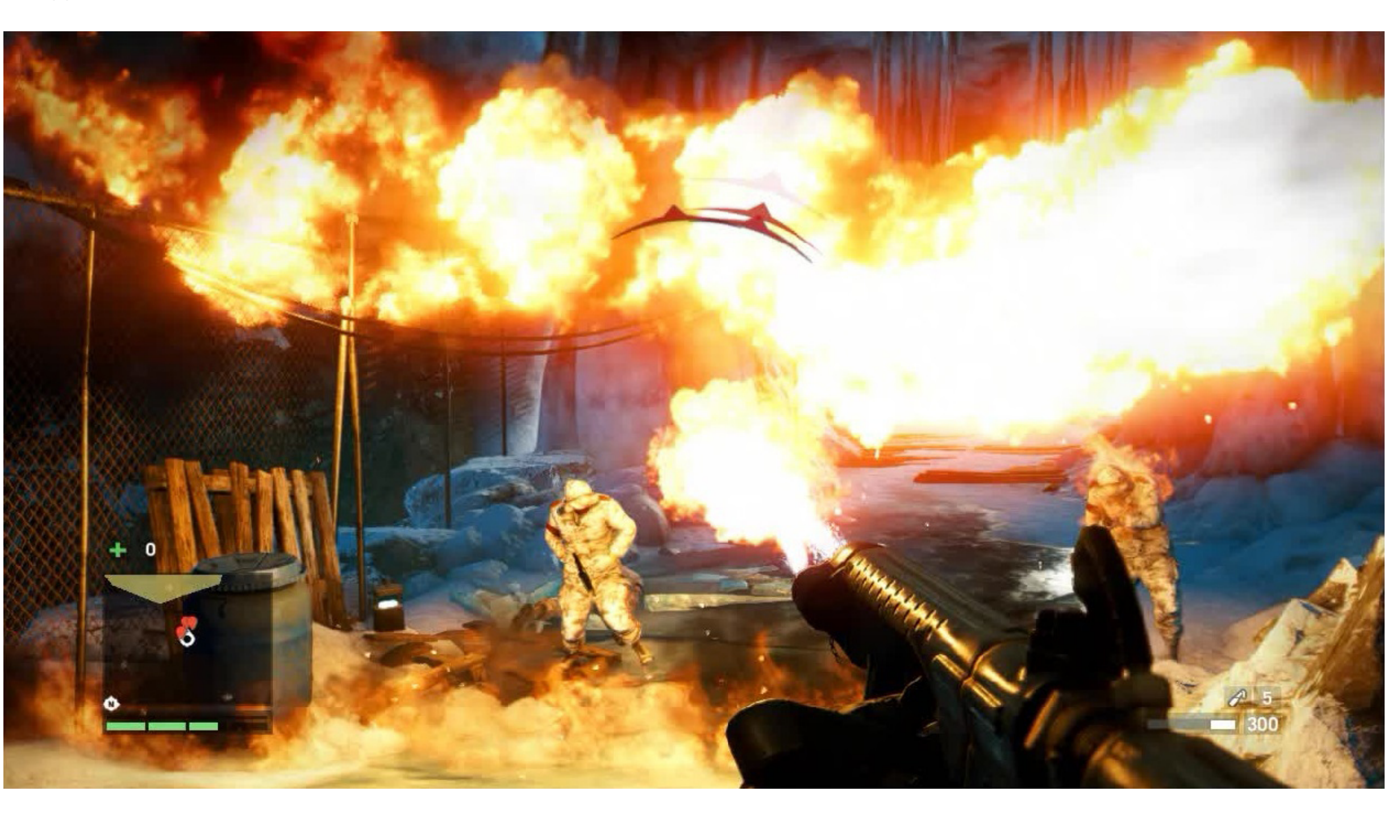
Make your way toward the hanging cables that look like a ski lift crossing a chasm. There's a grapple point on the wooden platform a short distance across, but you'll have to drop down a bit to get a good angle on it.



Inside the tunnel, one of the first things you'll see is a soldier standing under one of those giant ice stalactites that fall when you shoot them.

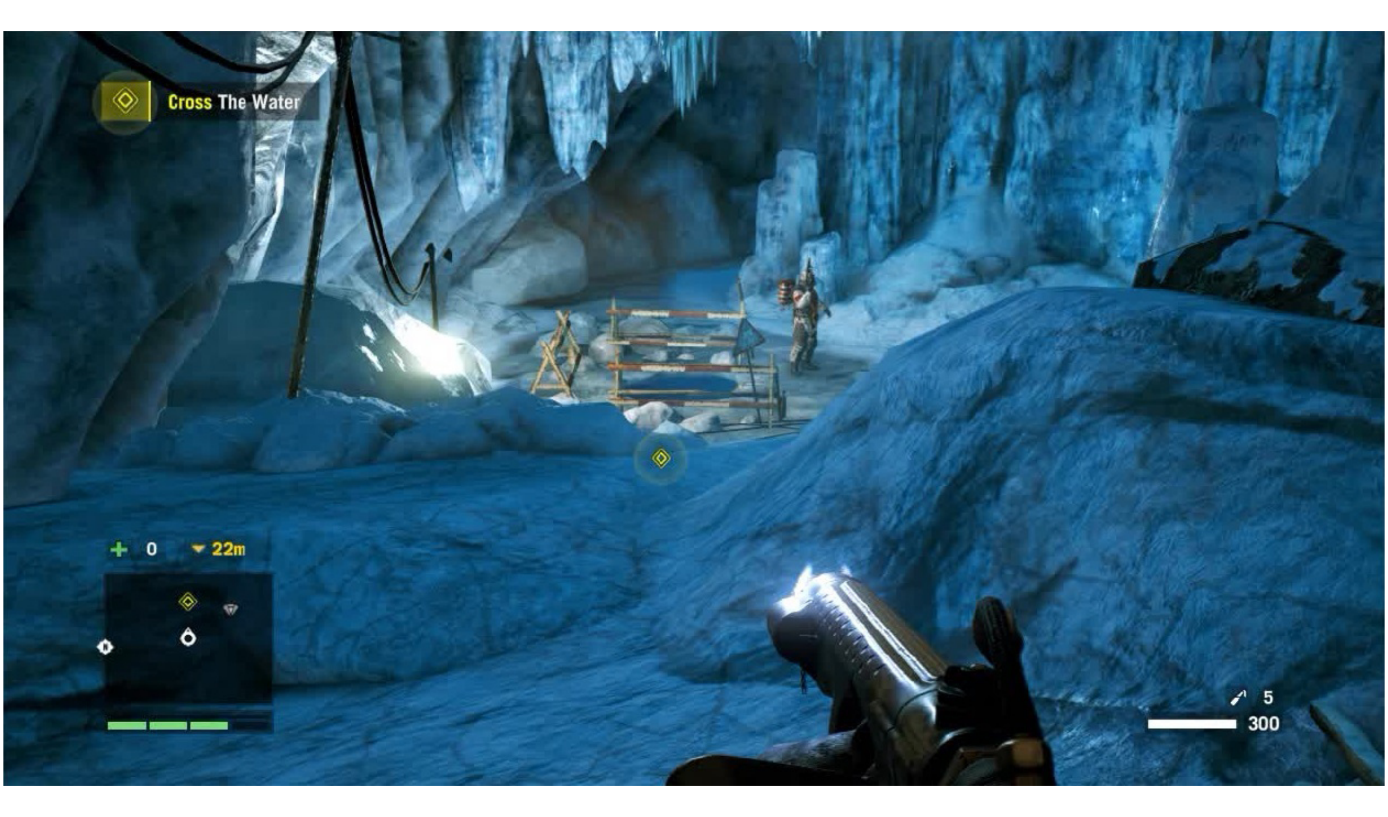


Crown him, then wait. Four more troops should arrive to investigate. You can dispatch them any way you like, but if you want a suggestion?

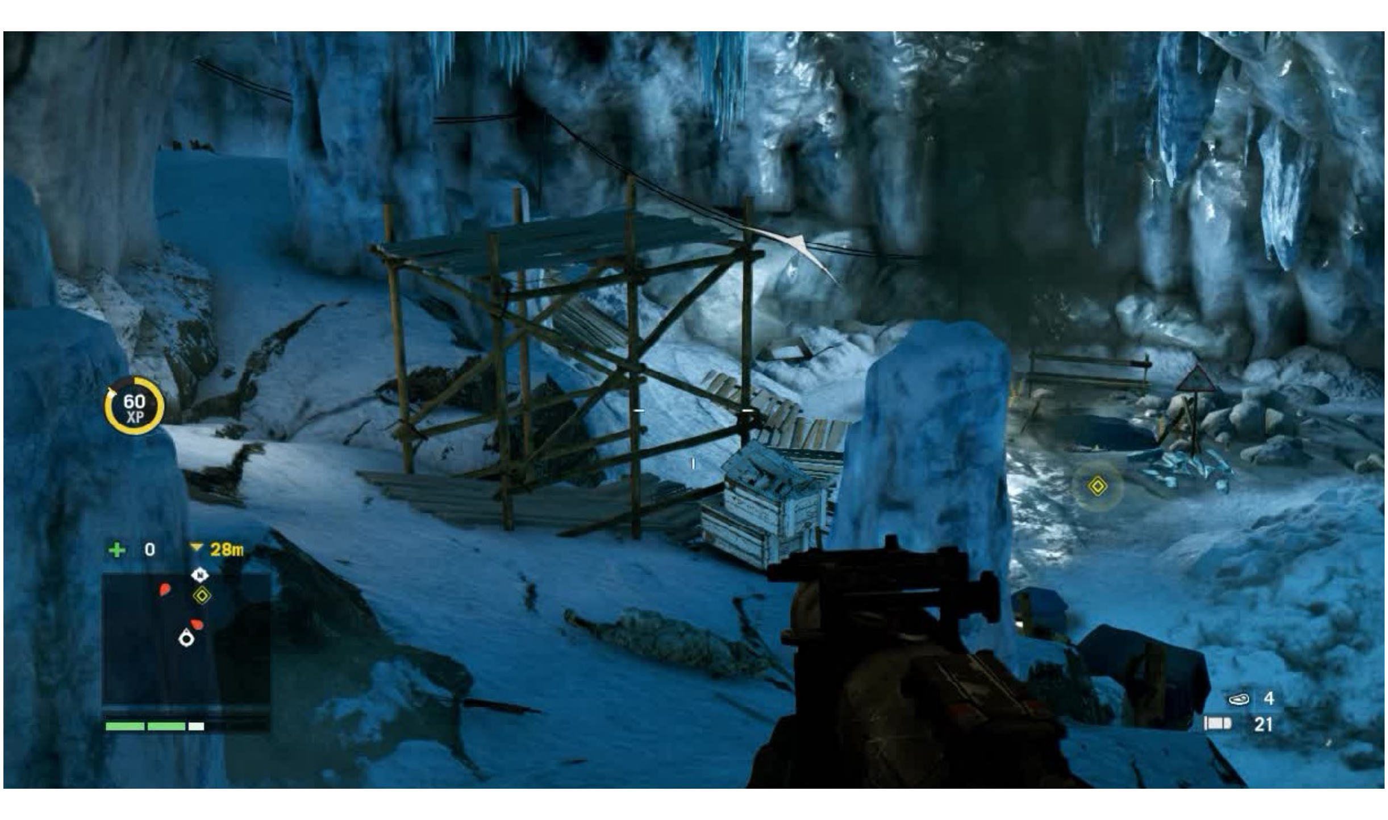


This.

The tunnel will now twist and branch. The lower path to the north dumps you out near a flamer guarding a hole in the ice. There's another icicle over his head.

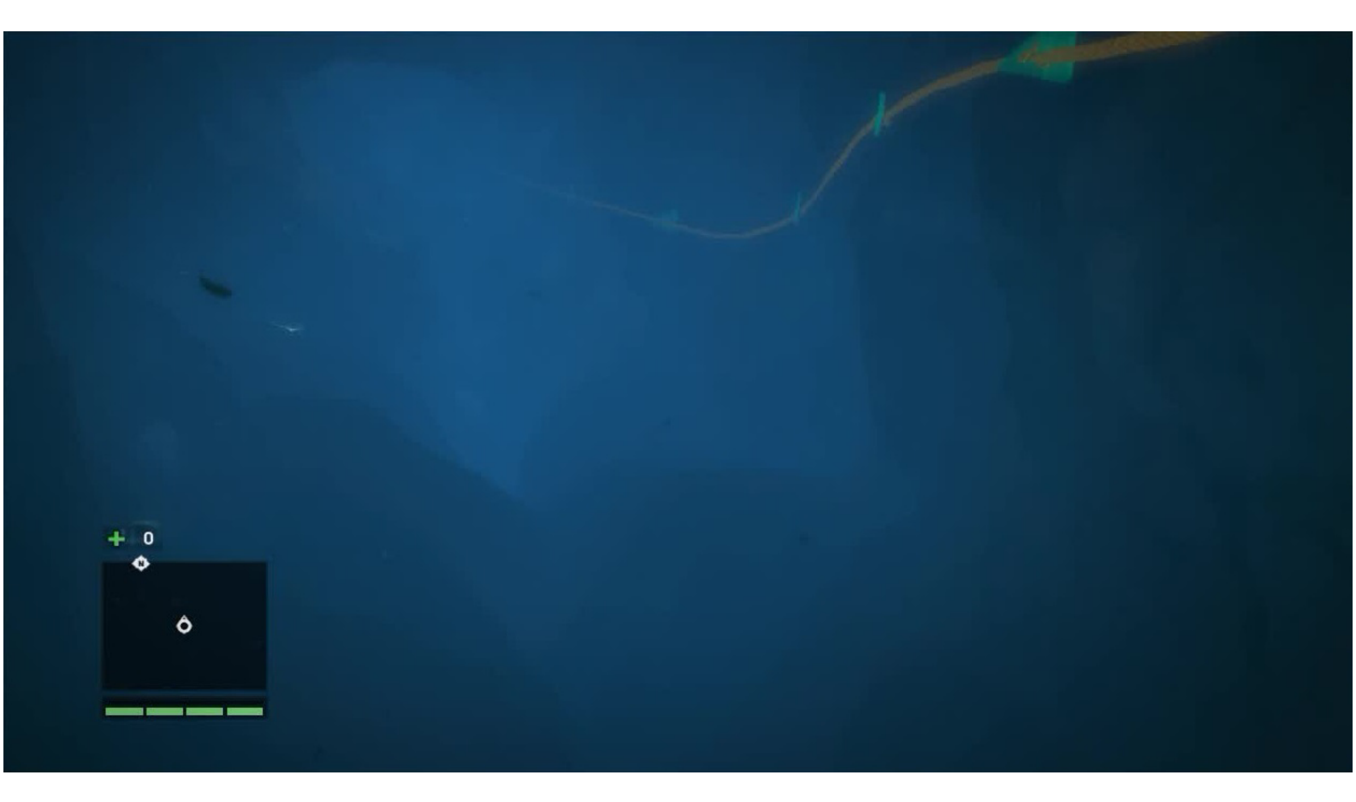


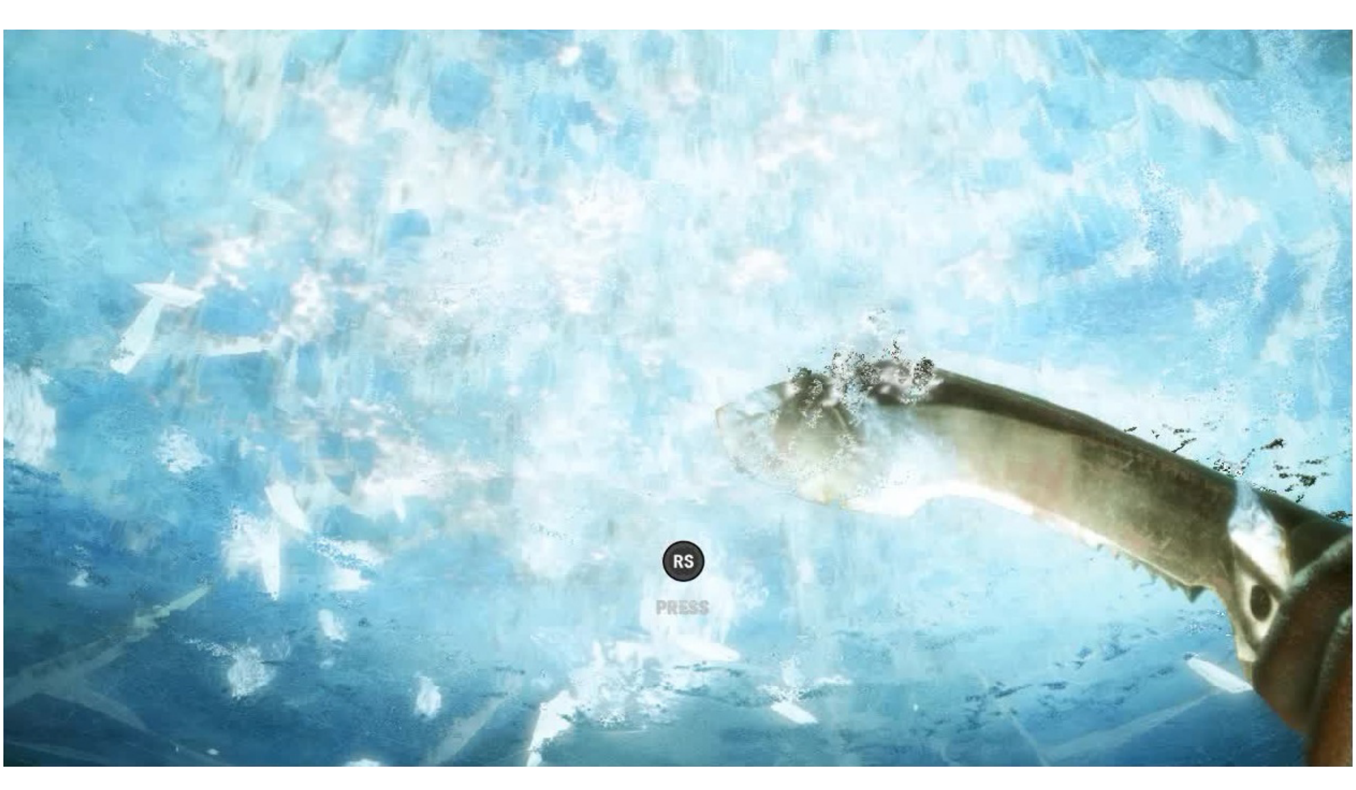
The southern fork leads to the same room, but from a higher point with an obscured view, and great cover from which to snipe the other soldiers in the room.



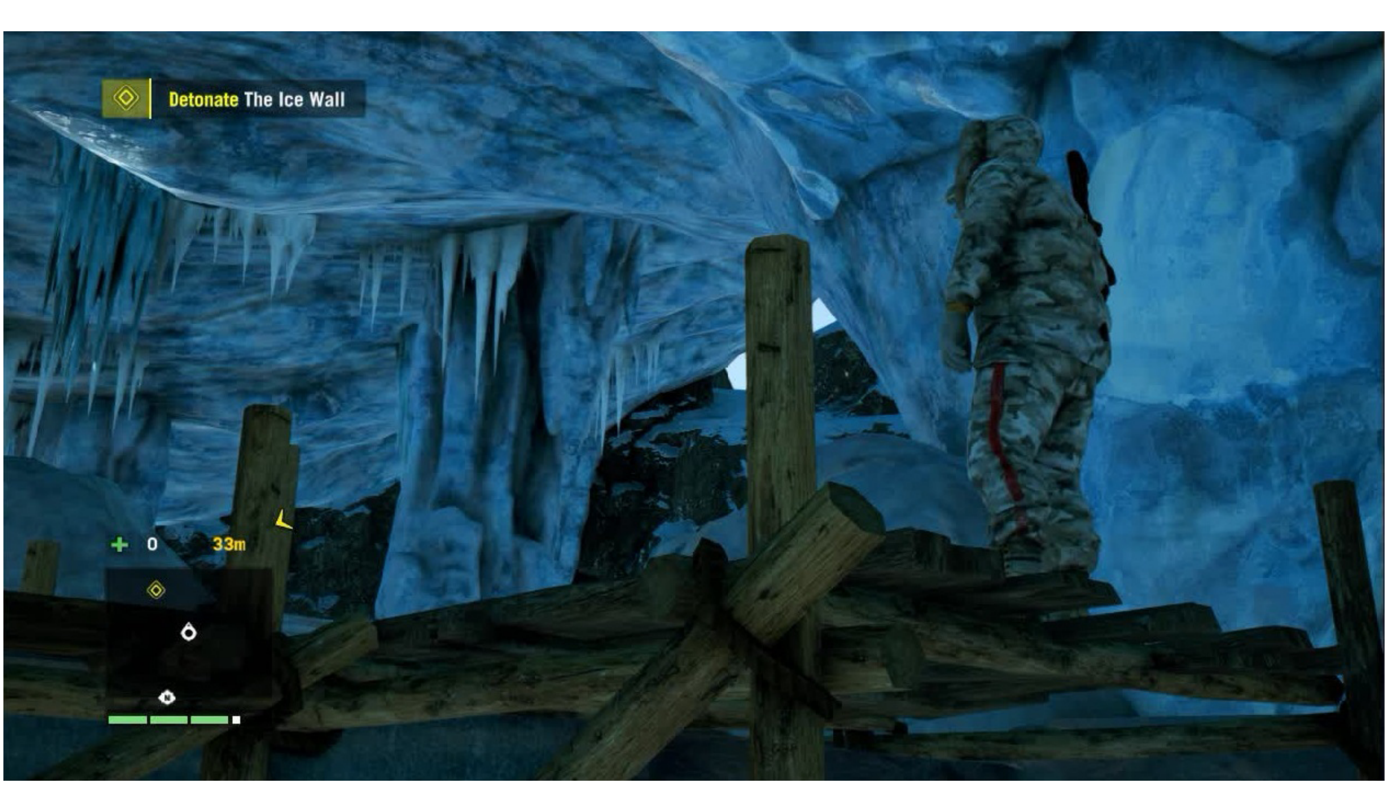
It's an easy shootout either way so take your pick. Then drop into the hole, which turns out to be filled with water.

In real life, this next bit would be utterly terrifying. You're swimming completely underwater, following a rope line to thin patches of ice, which you must bash through to reach that sweet, sweet oxygen.

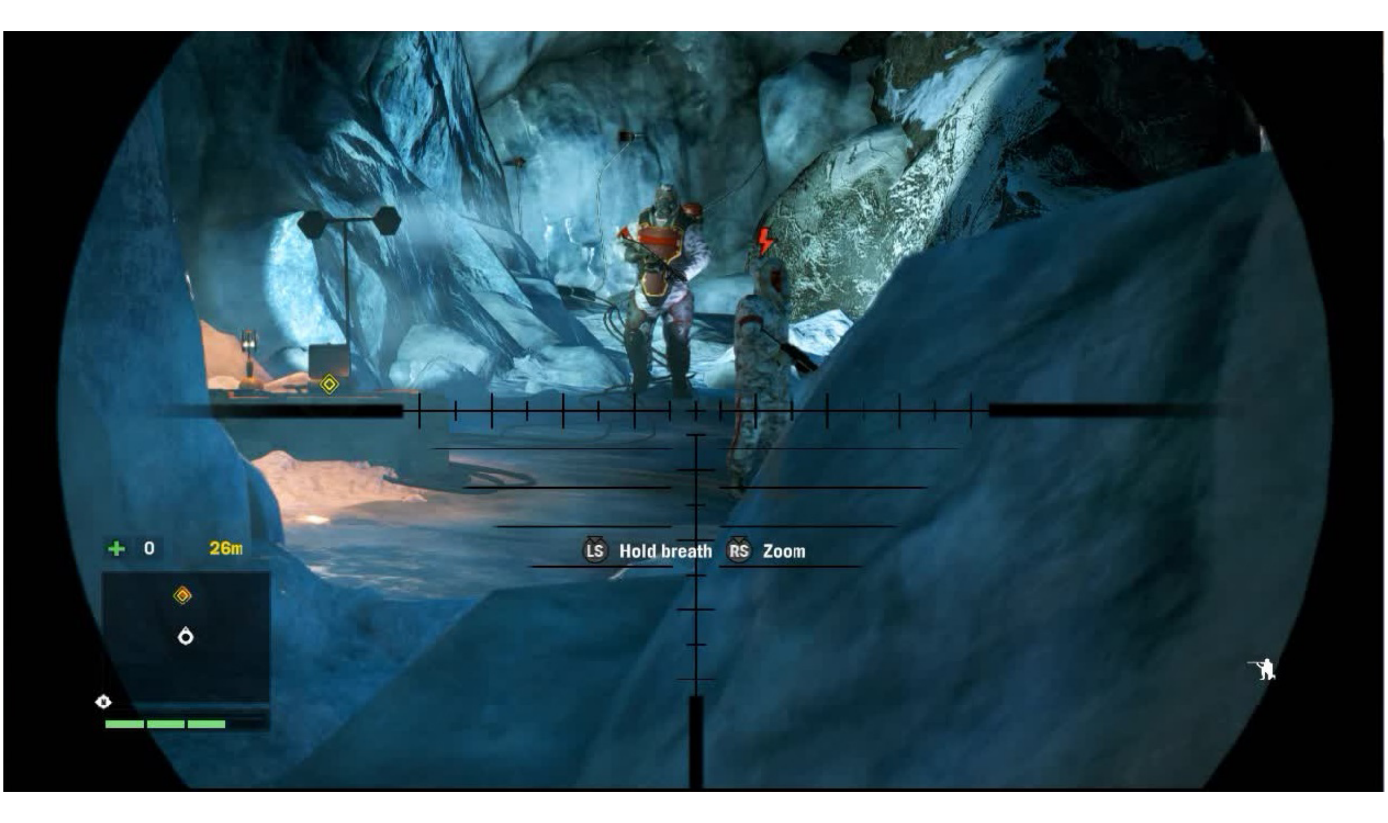




When you finally surface, it will be underneath a dock guarded by a single soldier. Wait for him to step forward, then climb up and take him out.

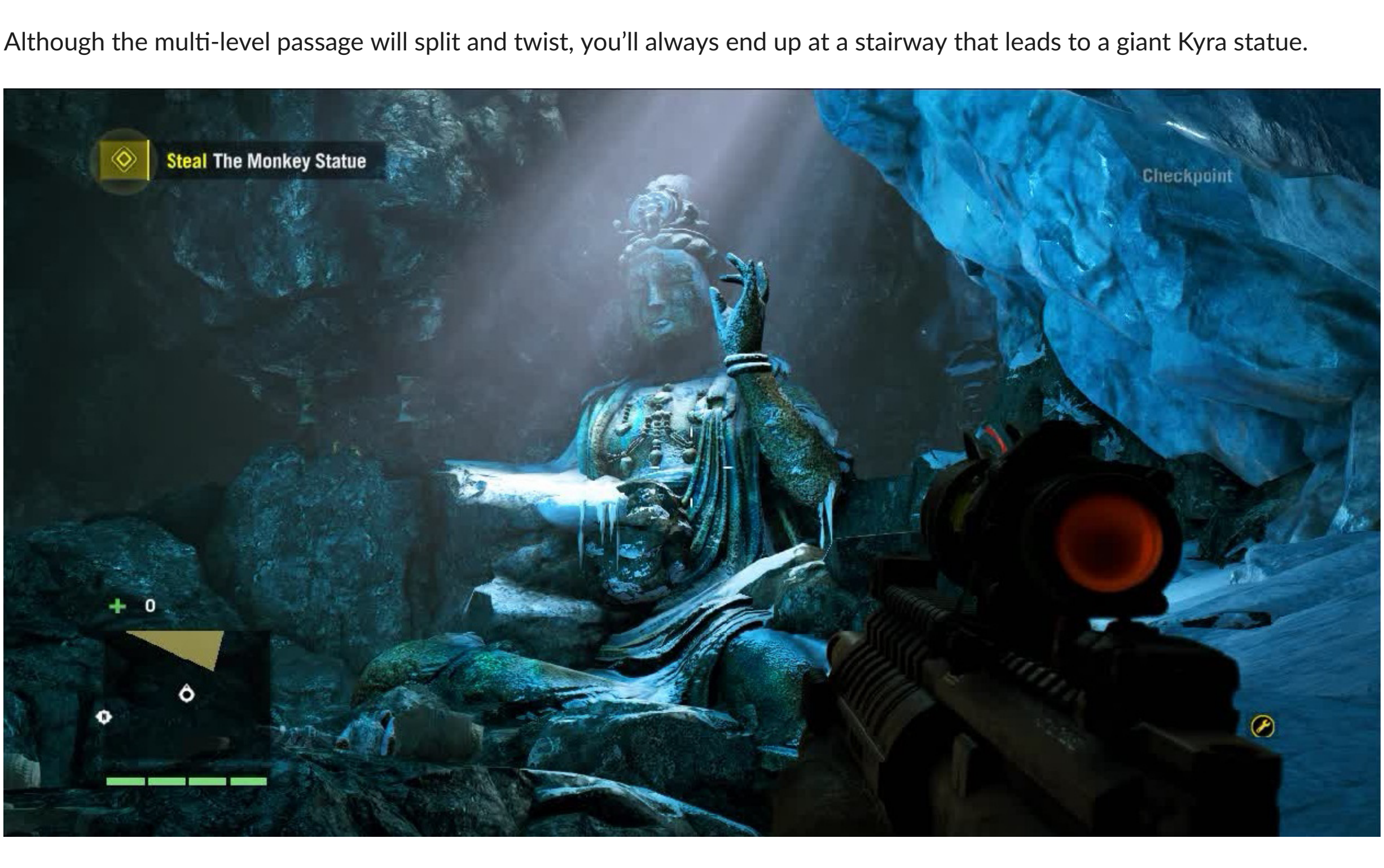


Your next goal is to get to a detonator that will trigger an explosion that opens up a new area to search. But don't sweat it. If you don't blow up the wall within several seconds, the Royal Army does the honors for you.

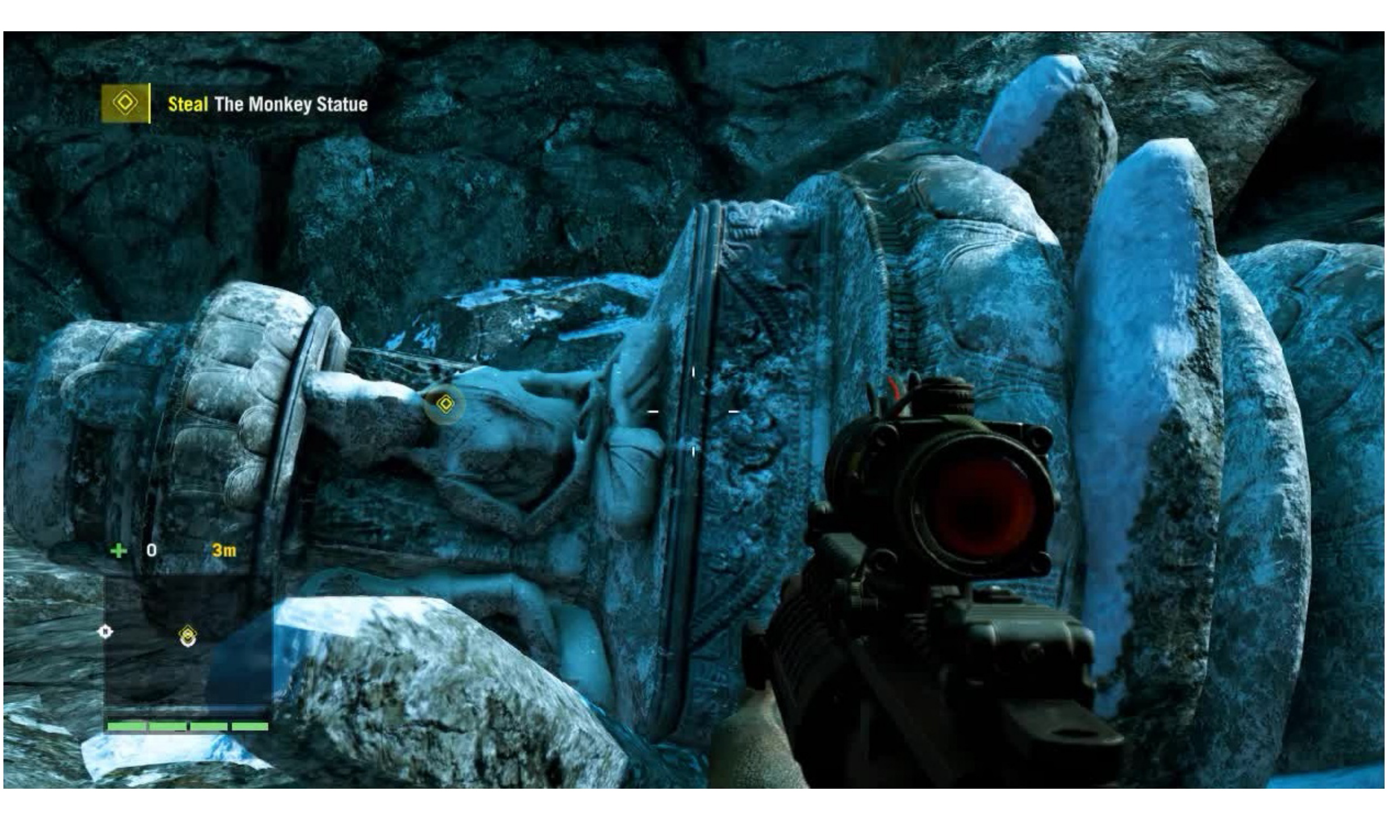


Through the tunnel, you'll discover a rocky cave filled with crumbling columns, stone carvings, and angry wildlife. Like snow leopards. And a bear.

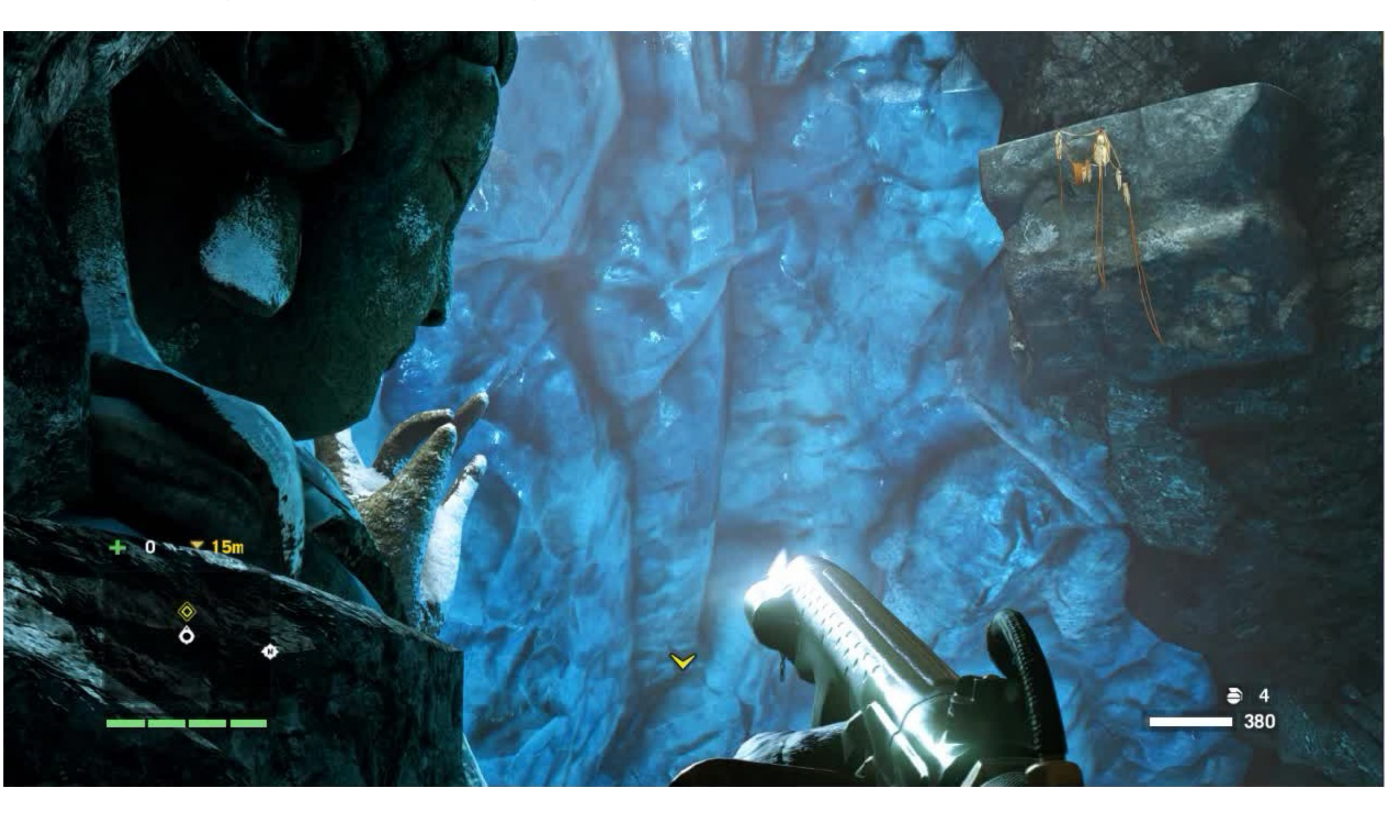
Although the multi-level passage will split and twist, you'll always end up at a stairway that leads to a giant Kyra statue.



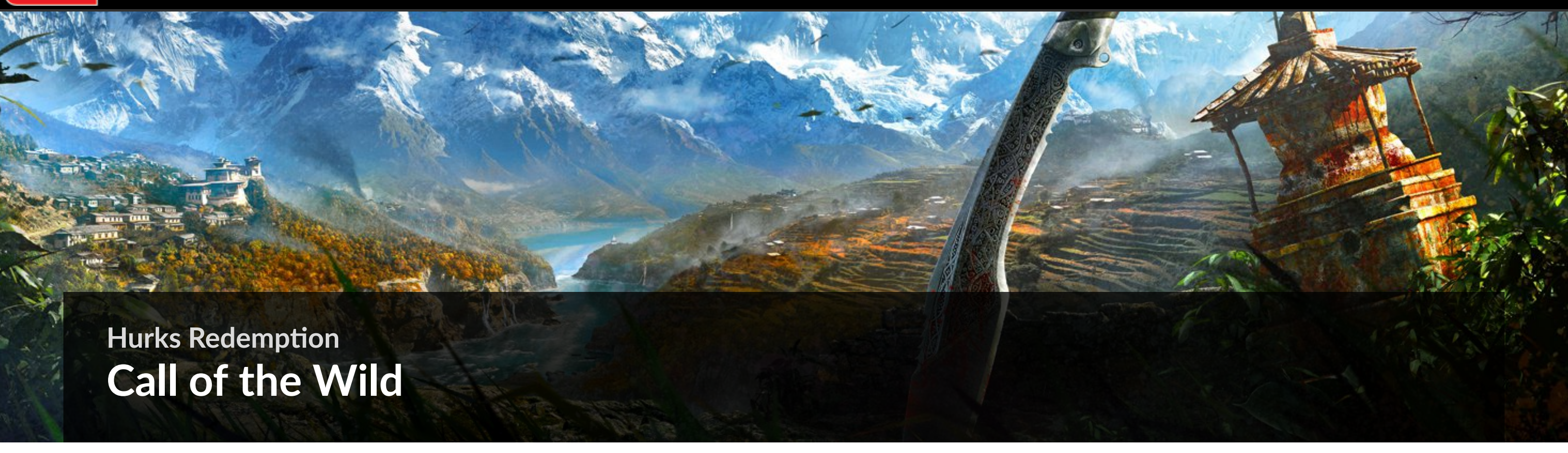
The monkey statue is (thankfully) much smaller. It is also hard to locate, which is difficult to imagine given that it's a statue of a monkey. At any rate, it's hidden in the torch-looking thing held in Kyra's shattered hand, which lies roughly halfway up the stairs that lead to her.



Royal Guard troops will begin to pour in from below. Once they're handled, climb up beside Kyra's shoulder and face the direction she's facing. You'll see the first of two grapples you can ascend to reach the cavern's exit tunnel.



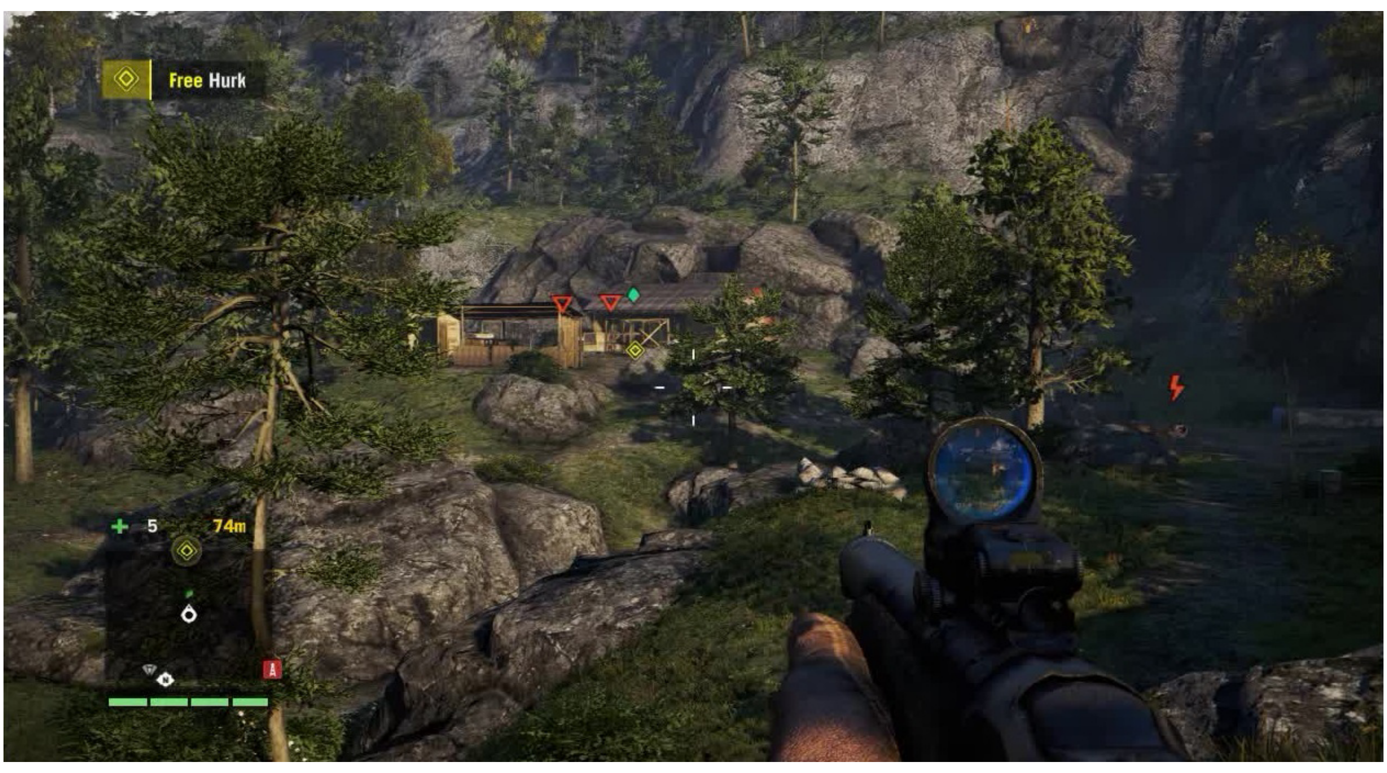
Back at a reasonable elevation, you'll find Hurk toying with a new weapon that will soon be yours.



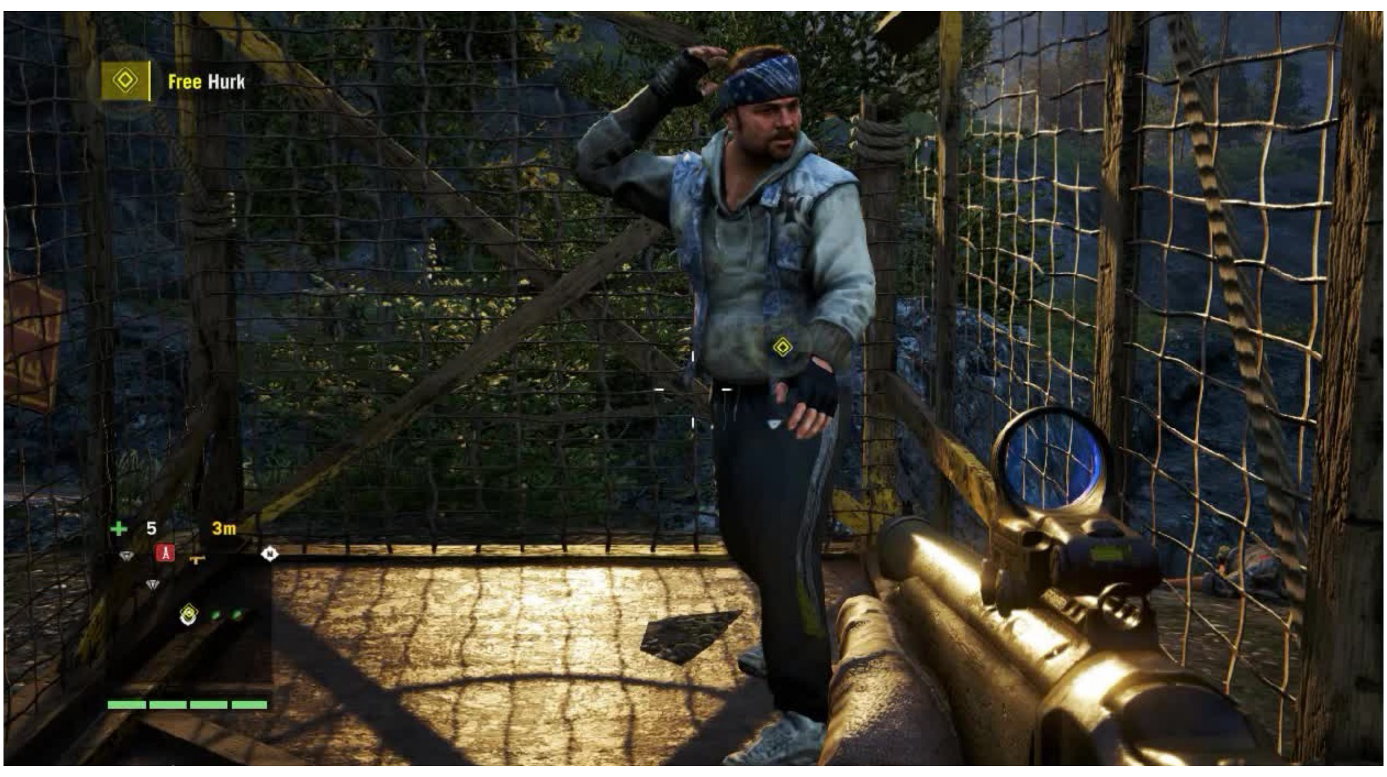
Hurks Redemption

Call of the Wild

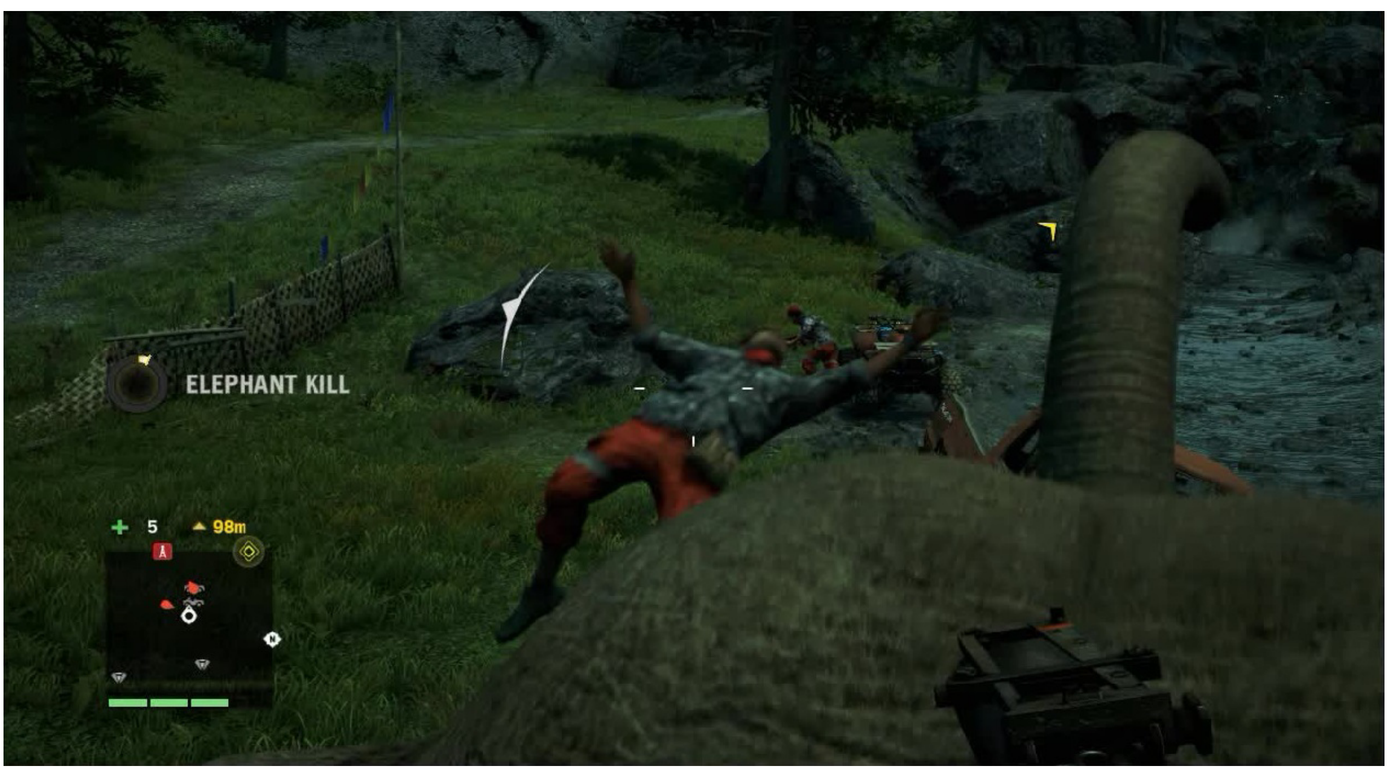
If you like, you can go straight to the second Hurk mission. The marker will lead you to a campsite, where you'll get another call from Hurk. It seems he's been captured while trying to collect a second monkey statue and he needs you to bail him out.



The rescue itself is a piece of cake. Two guards by Hurk's cage, a beheader in one corner, and a hunter wandering the site. Clean them out and free Hurk.



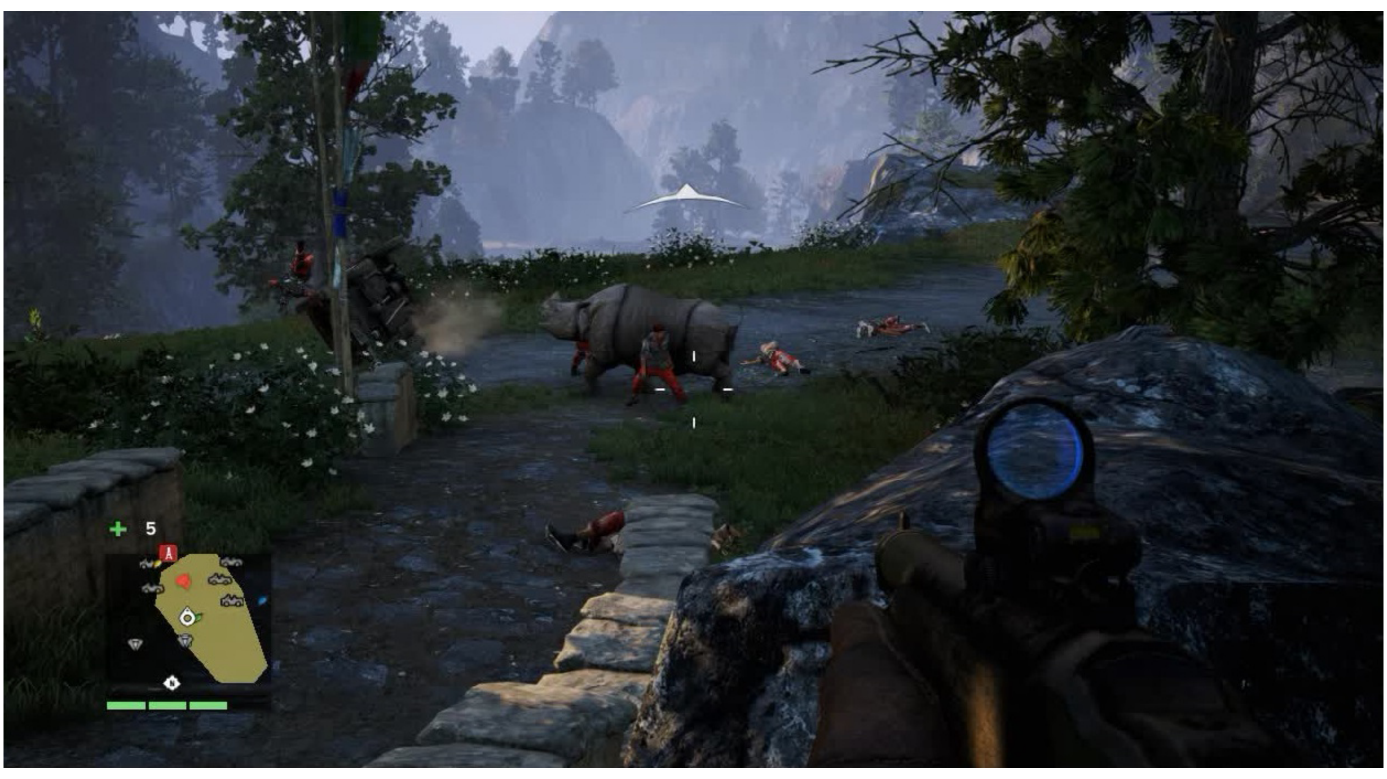
Enemy reinforcements will soon pull up on quads, so find a good cover spot (there are plenty, including the cages and the building) and take them out. When that's done, the fun starts. Hurk has an escape plan.



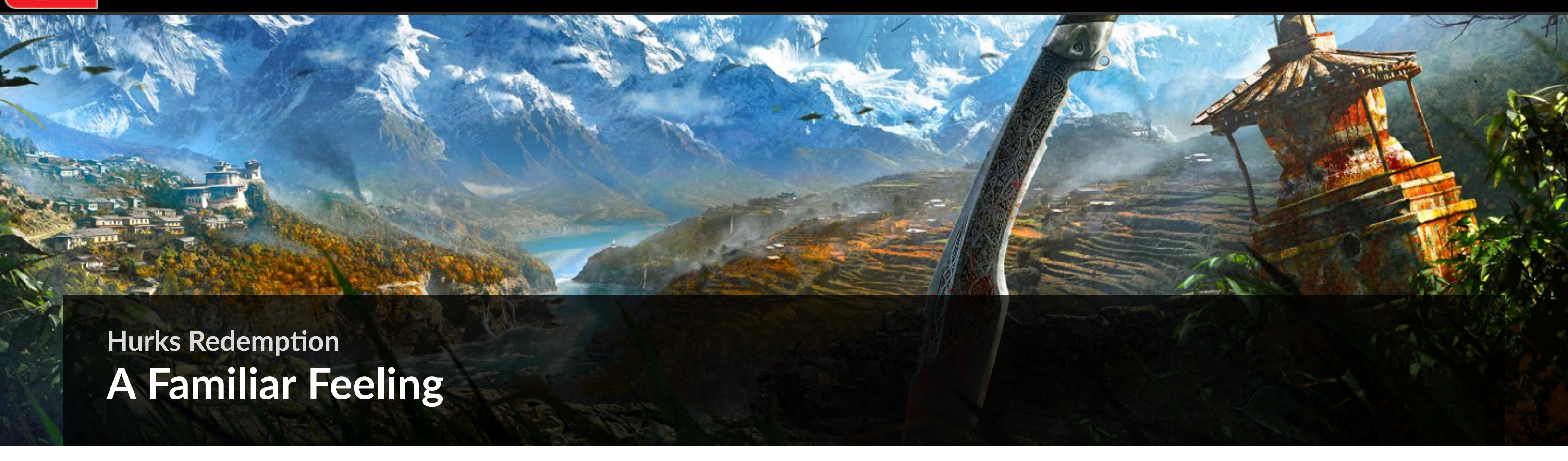
"Jumbo 2," as Hurk calls him, is pretty nearly indestructible. But it doesn't hurt to give him a little help as you go. Especially since Hurk somehow manages to find extra ammo along the route to keep you loaded.

MULTI KILL x 2
5
87m
0
10

Once you've stampeded through the enemy gauntlet, you'll drop Hurk near a stairway that leads up to a mountainside temple. The Royal Army will arrive in force to try to take you down one last time. You could dig in on the stairway and prepare for a last stand. Or, if there's a rhino nearby (and there should be), you can just find a nice spot to watch it wipe out the entire attacking force. Just stay on the stairs so it doesn't come after you next.



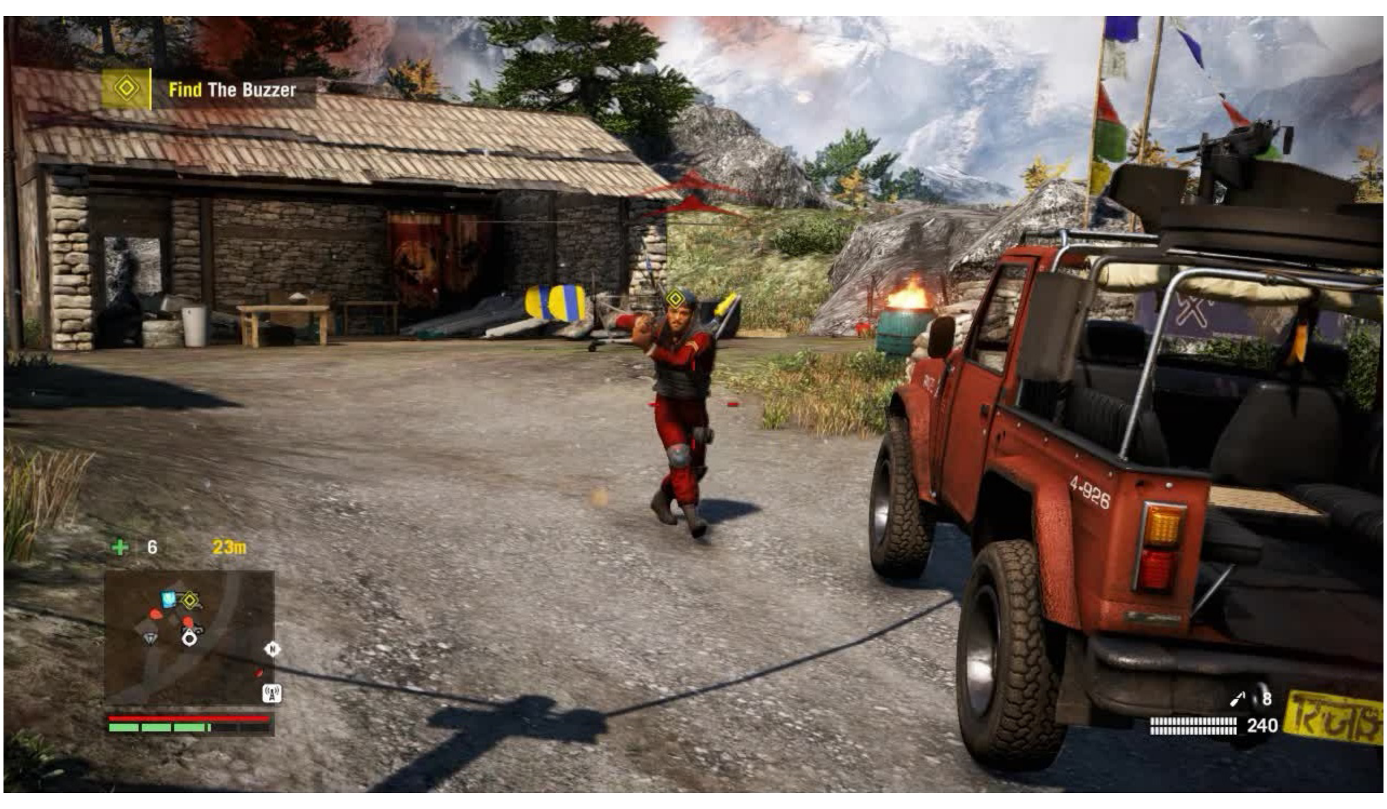
Once that's over, just chat with Hurk and you're done.



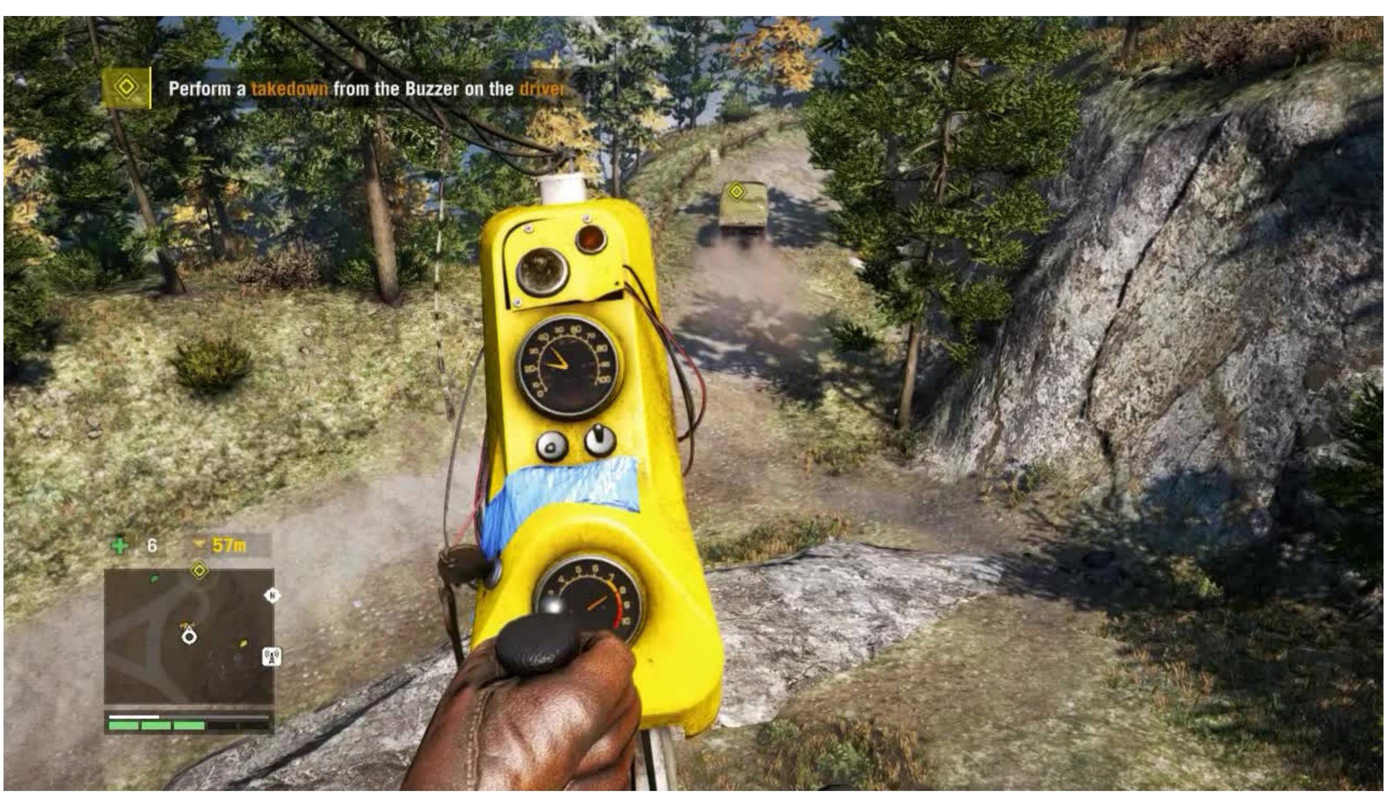
Hurks Redemption

A Familiar Feeling

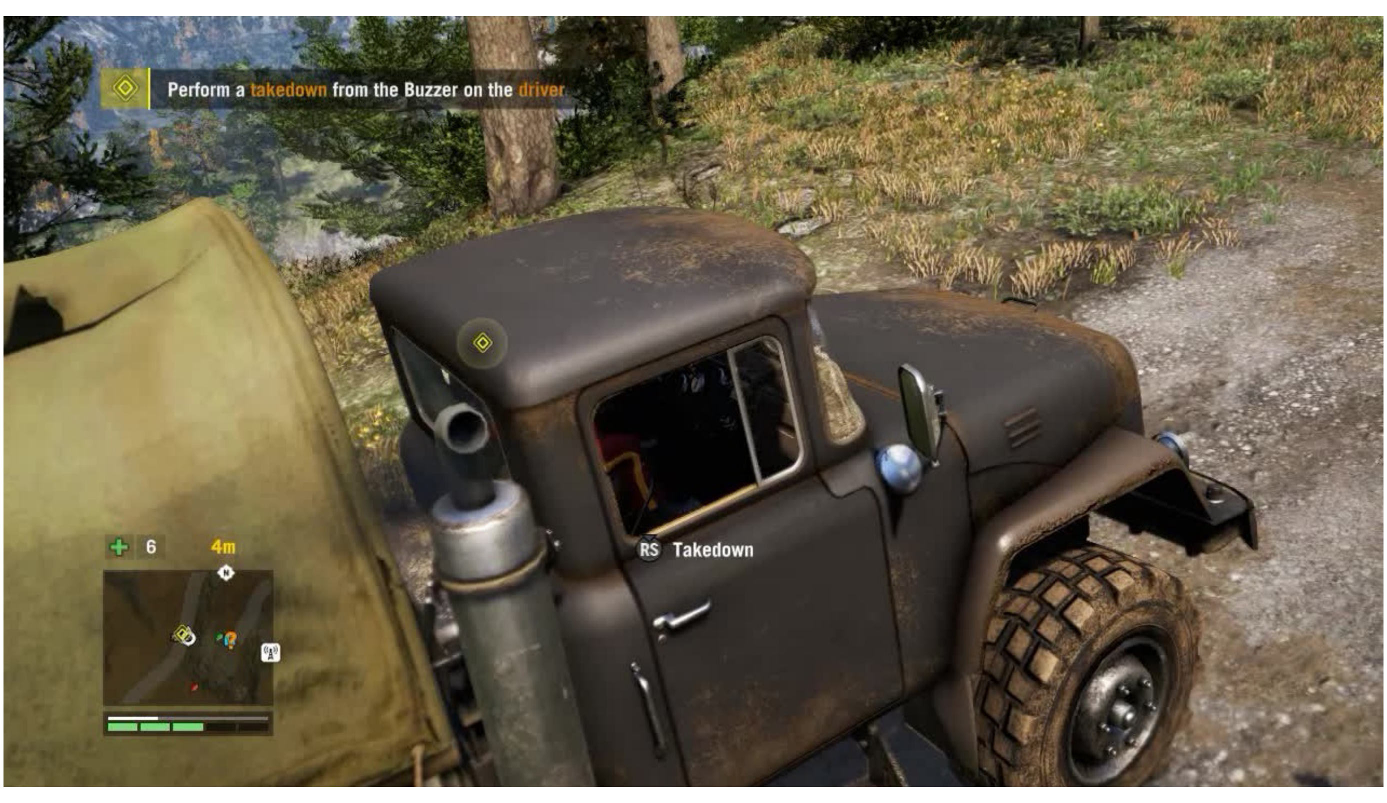
The final Hurk mission unlocks after the campaign mission "A Bridge to the North" and requires the Vehicle Takedown skill to complete. The mission title is actually an in-joke. While seeking out the last monkey statue, Hurk got himself stuck in the back of a moving cargo truck that will explode if it drops below a certain . . . speed. So now, he needs you to be his "Keanu."


Find The Buzzer
6
23m
240

Make your way to the buzzer and dispatch any guards around, then track down the truck.


Perform a takedown from the Buzzer on the driver
37m

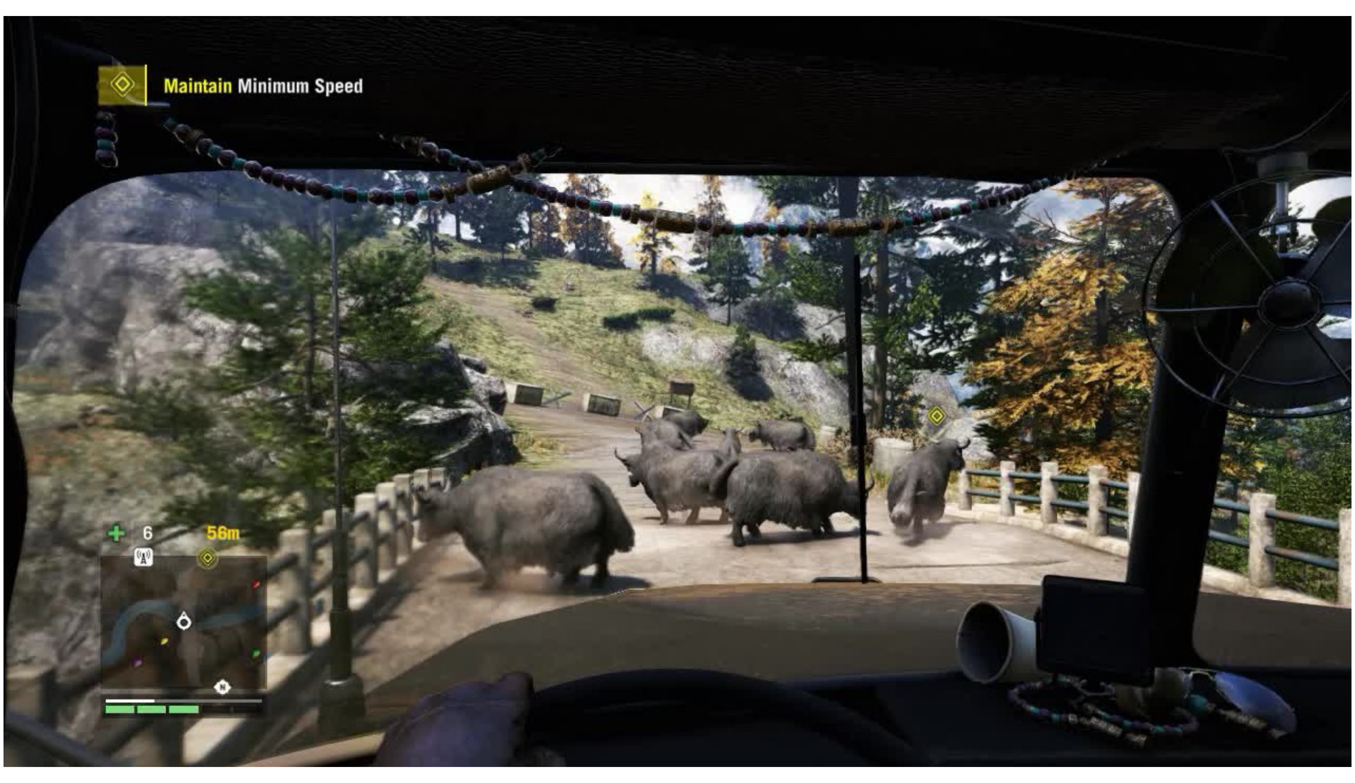
You'll need to swoop alongside the truck and execute a buzzer-to-truck vehicle takedown, which is just as cool as it sounds.


Perform a takedown from the Buzzer on the driver
6
4m
RS Takedown

From there, it's another sort of gauntlet run over twisting mountain roads strewn with rolling barrels, roadblocks, and other obstacles. There's not much strategy here. Just keep it on the road (away from trees) and plow through anything that gets in your way.

Maintain Minimum Speed
6
205m

Maintain Minimum Speed
210m

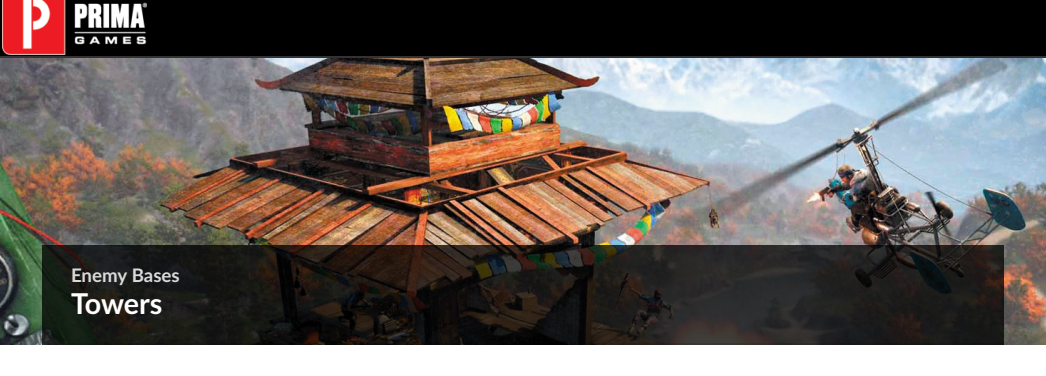

Maintain Minimum Speed
6
56m

Though it would be humane to slow down just enough to let the yaks get out of the way.

Eventually, Hurk will find the statue and tell you to bail out just before you slam the truck into a Royal Guard outpost. Where it does what trucks that explode when they stop do when they slam into a Royal Guard outpost.

Maintain Minimum Speed
6
23

And Hurk finally has the full set of monkey statues. And you have the Impaler harpoon gun. At least, you will when you visit the trading post and check out the Signature Weapons section.



Enemy Bases

Towers

Far Cry 4's bell towers are seventeen rotting structures that now house Pagan Min's propaganda broadcasts instead of bells. Towers usually have very little combat once you've made it through the door (though you can get mauled by eagles on higher floors). Instead, they focus on navigational puzzles, forcing you to search both the inside and outside of the tower to find your way to the top. Though each tower is different, they all pull from the same set of recurring elements:

- Stairs
- Ladders
- Climbable ledges
- Gaps to jump or cross on "balance" beams
- Boxes (melee to crush these)
- Breakable barriers (boards nailed across path)
- Grapple points

TIP

Please note that these run-down disasters-in-waiting haven't had anything like intact "floors" in decades. So the "1F, 2F, 3F"-style labels in this section should be thought of as the steps in the process rather than actual floor numbers.

NOTE

The tower at x:272 y:444 does not appear on this list. Why not? Because you already conquered it! If you need a refresher, head back to the section for the campaign mission, "Propaganda Machine."

TOWER 02

Location: **x:331 y:475** (northeast of Khilana Bazaar)

This tower has three guards: two stationed on the west wall and one doing rounds. If needed, you'll find mines on the southern zipline anchor, and a health pack (and chest) inside the shed.

1F Bash lock. The "room within a room" contains a chest, a ladder up, and some explosive tanks. Don't shoot them. Kick the boxes and take the ladder up to 2F.

2F Skirt around the outside and hop back in through the shattered wall to get to the climbable ledge. Note that you can't reach the poster hanging on the outside wall, but you can, however, hit it with fire (Molotov, flamethrower, fire arrow, flare gun).

3F Counterclockwise to ledge to 4F.

4F Ramp up to 5F.

5F Leap across gap, bash barricade and boxes to reach chest and ledge to 6F.

6F Ramp, then either way to ledge to 7F.

7F Up through hole in ceiling to 8F.

8F Chest and radio.

Reveals:

Tiger Den (x:316 y:459)

Satish's Sad Room (x:311 y:484)

Prabin's House (x:336 y:495)

TOWER 03

Location: **x:386 y:385** (southeast of Khilana Bazaar)

This is honey badger and pit viper territory, so watch your ankles. Also, you'll find a health pack on the north anchor block, and both an ATV and hang glider nearby.

1F Climbable ledge up to 2F.

2F Chest around corner, then balance beam to ledge to 3F.

3F Enemies (including snipers) may spawn on the ground when you reach this level, so note the balcony with the mounted gun and Molotovs and be ready to run from lofted grenades. Take the ledge up to 4F.

4F Clockwise to ladder to 5F.

5F Walk around outside roof to poster, then continue around to ledge to 6F.

6F Follow rickety walkway to ledge to 7F.

7F Clockwise to balance beam to ladder to 9F.

9F Counterclockwise to ledge to 10F.

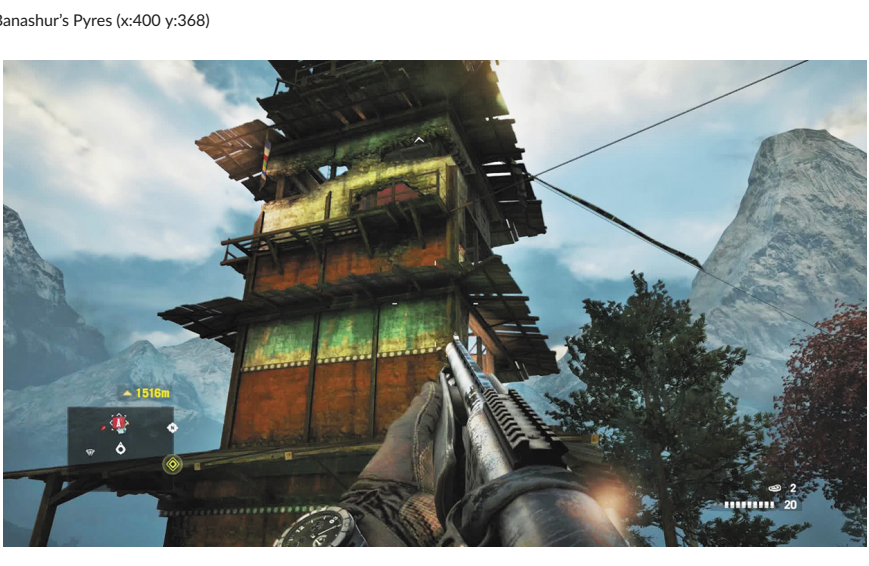
10F Radio, chest, and health pack.

Reveals:

Partisan's Clinic (x:369 y:400)

Great Drought Chorten (x:398 y:397)

Banashur's Pyres (x:400 y:368)



TOWER 04

Location: **x:231 y:575** (north of Banapur)

Two large fires light the entrance to this tower, which sits atop a wooded mountain. No guards, however.

1F Chest in corner, then ladder to 2F.

2F Leap gap, then stairs to 3F.

3F Either direction to climbable ledge to 4F.

4F Leap gap to ledge to 5F.

5F Counterclockwise to tightrope plank (inside) to ledge to 6F.

6F Through boxes to rickety walkway to ledge to 7F.

7F Balance beam to balance beam to balance beam to ledge to 8F.

8F Chest outside, then back in to ladder to 9F.

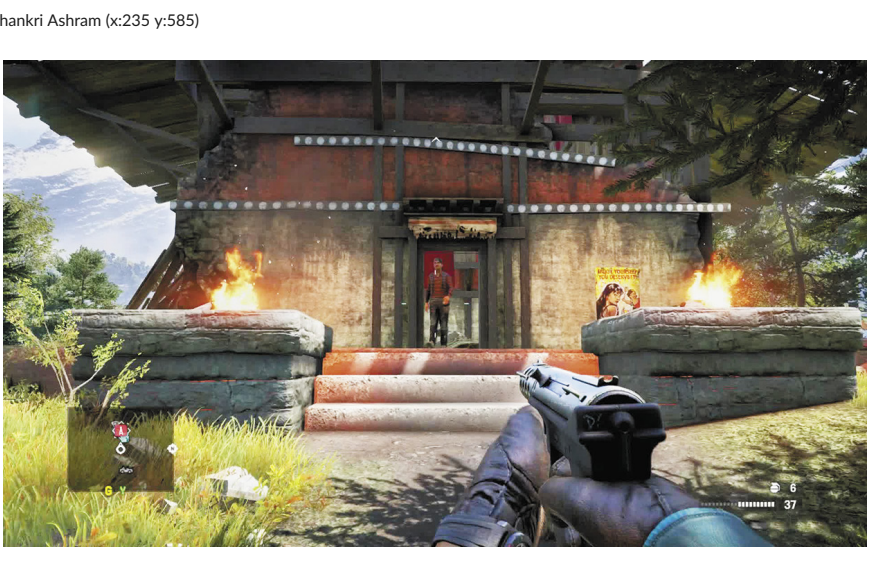
9F Radio and chest.

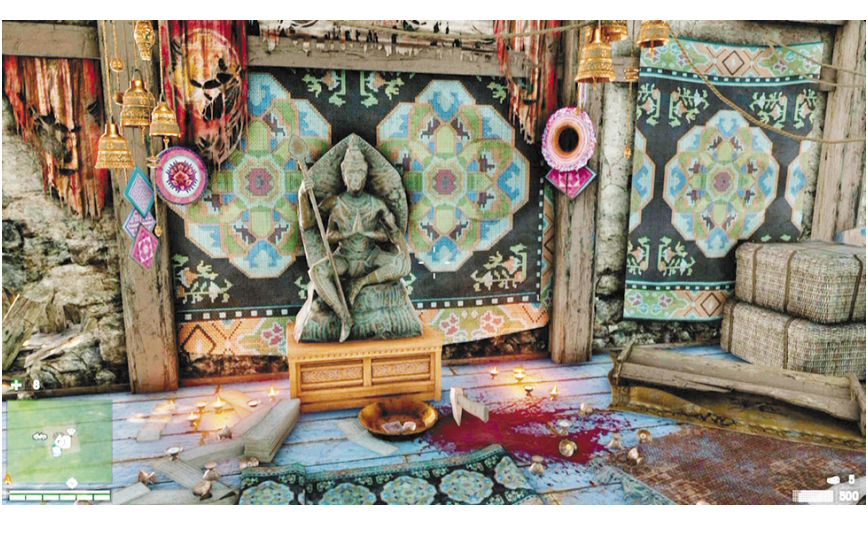
Reveals:

Danger Dashed (x:210 y:564)

Kalinag the Seeker (x:221 y:547)

Jhankri Ashram (x:235 y:585)





TIP

If you haven't noticed by now, it's always a good idea to check the anchor blocks and any nearby sheds for chests, ammo, and other supplies.

TOWER 05

Location: **x:342 y:581** (west of Shanath Breeders)

Come up from the southeast road and grapple up the cliff at roughly x:337.5 y:575.2 on the way up to come up behind the two guards stationed out front. If they're standing next to the propane tank, you're in for a treat. Watch for wolves as well. They'll be everywhere.

1F Stairs to ramp to ledge to 2F.

2F Get to outer roof, counterclockwise to poster, then ledge to 3F.

3F Break lock, then ledge to 4F.

4F Chest, then outside to ledge to 5F.

5F Ramp, crouch at top to walk onto 6F roof.

6F Ledge to 7F.

7F Ramp to 8F.

8F Radio, ammo, health pack.

Reveals:

Aghori Ashram (x:349 y:607)

Avinash Primary School (x:330 y:571)

Raski Still (x:355 y:558)

MULTI KILL x

TOWER 06

Location: **x:451 y:490** (west of Chal Jama Monastery)

No guards at the start, but if you haven't liberated the nearby outposts, Min's patrols will almost certainly show up while you're climbing and lurk at the bottom for you. Ignore them. They'll disappear when you hijack the radio signal.

1F Ladder to 2F.

2F Chest and ledge to 3F.

3F Counterclockwise around roof to ledge to 4F.

4F Ledge to 5F.

5F Ramp to 6F.

6F Ledge to 7F.

7F Ramp to 8F.

8F Ledge to 9F.

9F Ladder to 10F.

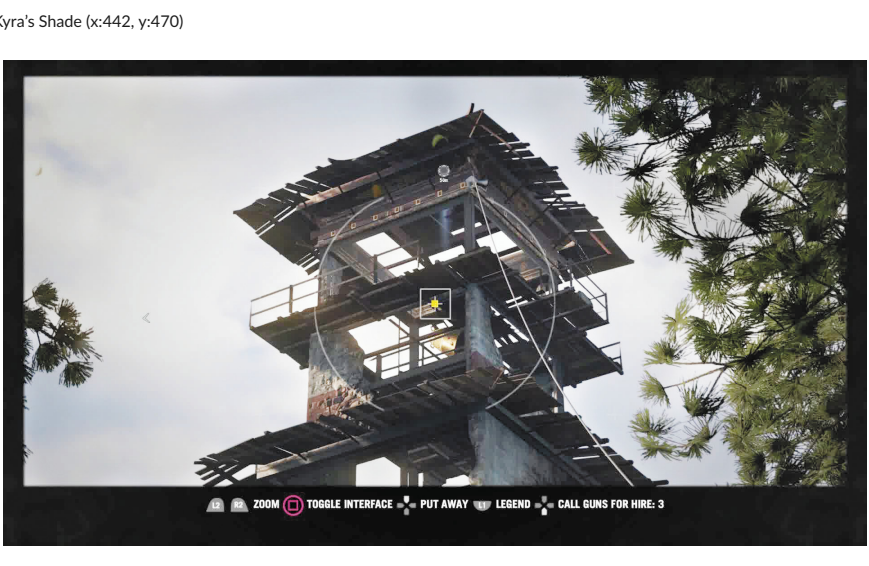
10F Radio.

Reveals:

Deepak's Millet Farm (x:432, y:490)

Banashur's Song (x:472 y:495)

Kyra's Shade (x:442, y:470)



TOWER 07

Location: **x:468 y:329** (southwest of Tirtha)

This tower has a sniper on the top floor and two defenders on the ground. Bring a sniper rifle of your own to handle him. You can also snipe the explosive canisters on the front steps to take care of the defenders down low (do this first if your sniper rifle is not silenced). The tower also has an alternate entrance. Climb the shack on the tower's southwest side (watch for pit vipers), then jump to the third-story roof. Note that between the sniper and the first-floor weapons rack, you can get a free A2000, SVD, and M133.

1F Ramp to boards to climbable ledge to 2F.

2F Take stairs to 3F.

3F Counterclockwise to ledge.

4F Stairs to 5F.

5F Bash boxes to ramp to 6F.

6F Ledge to 7F.

7F Ledge to 8F.

8F Ladder to 10F.

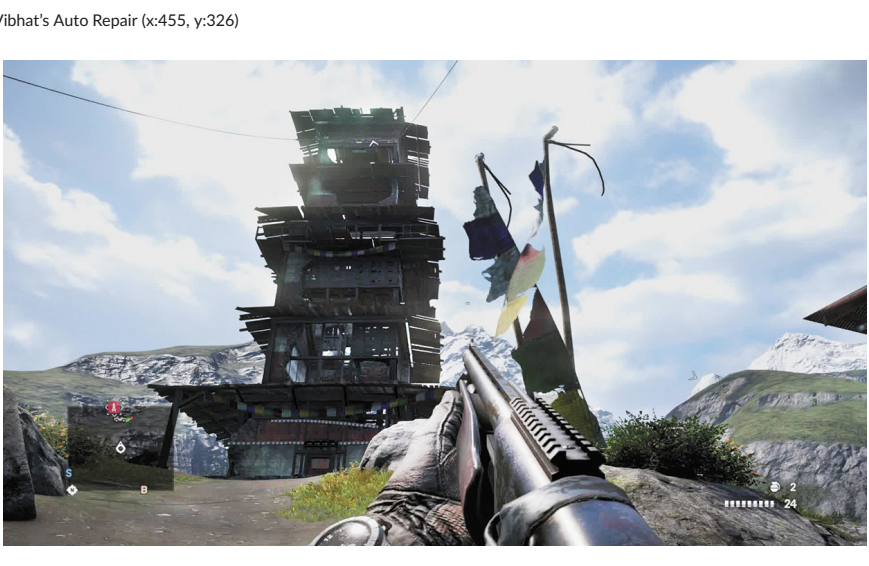
10F Radio, chest, and health pack.

Reveals:

Rai Family House (x:414, y:361)

Abandoned Jheel (x:478 y:322)

Vibhat's Auto Repair (x:455, y:326)



Hold breath
Zoom

TOWER 08

Location: **x:356 y:656** (north of Tower 05 and Open Hearts Clinic)

Situated on a high clifftop, this tower actually has some large roads right nearby. A buzzer is still the best way to reach it, though. No guards, but watch for pit vipers.

1F Stairs to ramp to 2F.

2F Immediate ledge up to 3F.

3F Crouch through the gap in the wall and take roof to ledge up to 4F.

4F Leap across to inside ramp and use it to drop to the 3F chest. Grab chest, drop to 2F, and return to ledge to 3F, then take ledge back to 4F. Once there, leap gap to reach ledge to 5F.

5F Ramp to 6F.

6F Balance beam to ledge to 7F.

7F Stairs to boxes. Ladder up to 9F.

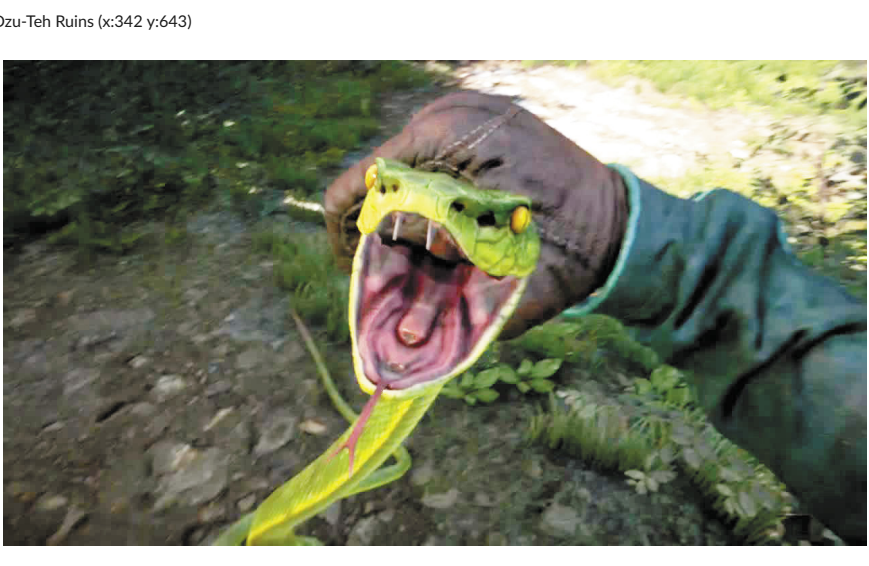
9F Radio and chest.

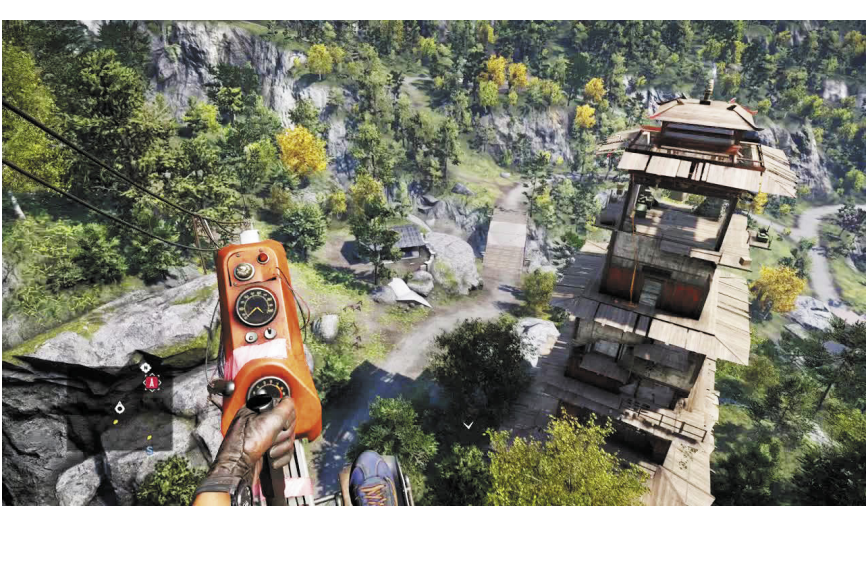
Reveals:

Sunny & Prem's Storage (x:355 y:674)

Bhutan Ghat (x:369 y:661)

Dzu-Teh Ruins (x:342 y:643)





TOWER 09

Location: **x:470 y:567** (southeast of Naccarrapur)

The back way up on the west side (x:466 y:566), via grapples and rock ledges can bring you up out of view of two of the three guards. Wait for the third guard to walk by on patrol and you can take them all out silently. Or just hit the ladder and bypass the guards entirely.

Start Ladder on west up to 3F.

3F Drop down to 1F to bash boxes and get ammo (if desired).

1F Ledge to 2F.

2F Ladder to 3F.

3F Clockwise to ramp to 4F.

4F Ledge to 5F.

5F Clockwise to ledge to 6F.

6F Chest, ramp to 7F.

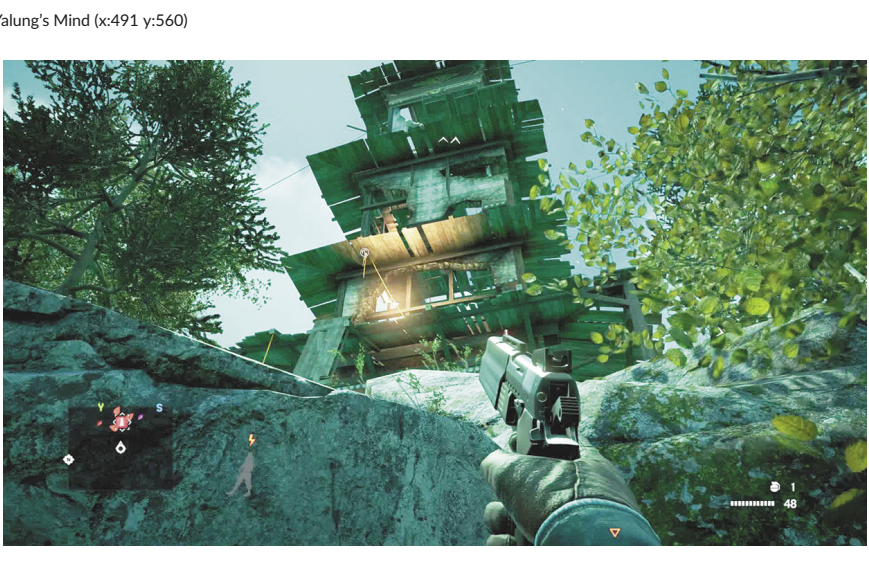
7F Ledge to 8F.

8F Grapple to health pack and radio.

Reveal: Kyra's Pilgrimage (x:478, y:547)

Banashur's Tree of Life (x:458, y:574)

Yalung's Mind (x:491 y:560)



TOWER 10

Location: **x:476 y:682** (northeast of Naccarrapur)

One guard on first floor. Note, too, that there's a cave at roughly x:478 y:684 that will bring you up through the floor if you don't want to buzz in.

1F Climb ledge to ladder to 2F.

2F Circle around roof to ledge to 3F.

3F Ledge to 4F.

4F Counterclockwise to poster, then clockwise back to leap onto ramp to 5F.

5F Rickety boards to ledge to 6F.

6F Counterclockwise to ledge to 7F.

7F Through hole, then ramp to 8F.

8F Ledge to 9F.

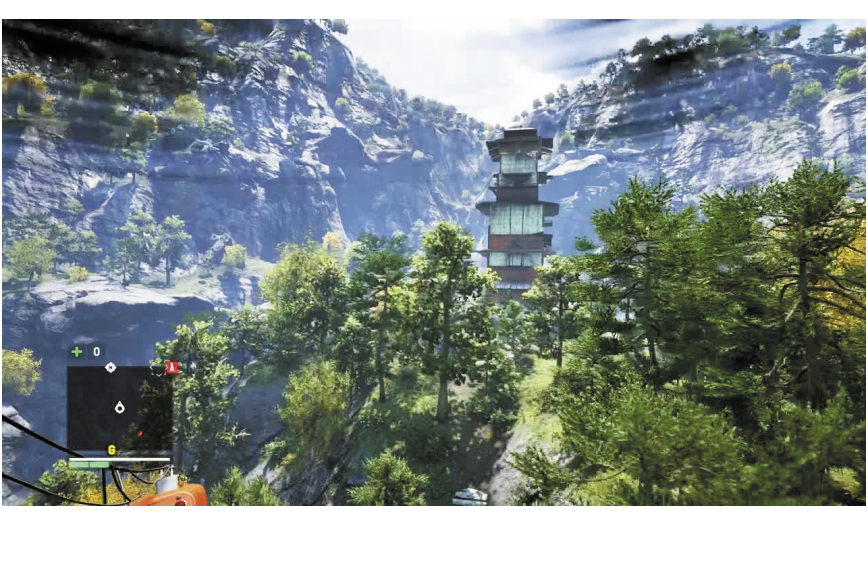
9F Radio.

Reveals:

Yakshini's Bondage (x:472 y:699)

Dead End (x:452 y:668)

Royal Munitions Depot (x:476 y:666)



TOWER 11

Location: **x:567 y:636** (northeast of Ghale Homestead)

Once you've gained access to Northern Kyrat, grab a buzzer to this tower, which is protected by four Royal Army guards at its base. Grab the poster and start climbing.

1F Ramp to ladder to 2F.

2F Ramp to 3F.

3F Ledge to 4F.

4F Kick boxes, balance beam to climbable ledge to 5F.

5F Ramp to 6F.

6F Immediate ledge to 7F.

7F Loooong running leap to ledge to 8F. Watch for bees.

8F Ramp to 9F, radio.

Reveals:

South Jalendu Checkpoint (x:555 y:651)

Mansa Market (x:572 y:624)

Krolinga Sahida Shrine (x:551 y:631)

TOWER 12

Location: **x:451 y:778** (northwest of Utkarsh)

You'll pass right by this Tower during "Truth & Justice". It has four guards, but they move around. Check the guard house to the south and the jeep to the west. Also, this is a hot zone, so new guards will often come by on patrol.

1F Grab poster by doorway, then climb ladder inside to 3F.

3F Ledge up to 4F.

4F Running leap to ledge to 5F.

5F Round to south side, grapple up, swing over wall to ledge to 6F.

6F Stairs to 7F.

7F Chest, then grapple up to 9F.

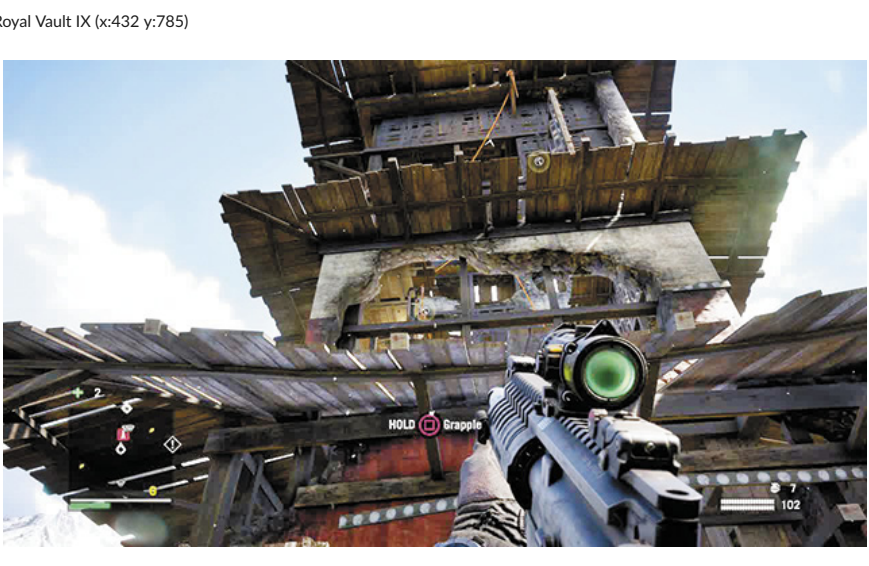
9F Radio.

Reveals:

Shining Minds Reformatory (x:452 y:792)

Keo Scrap Yard (x:438 y:771)

Royal Vault IX (x:432 y:785)



TOWER 13

Location: **x:559 y:784** (east of Utkarsh)

Be prepared for a fight. Only one guard out front, but there's a gunner on the inside stairs and patrols drive by constantly. Grab the poster from the shack to the north, then slip in the gap in the fence on the south or east sides. Hide until you hear no approaching engines, then take down the guard quietly, so as not to attract nearby troops.

1F Steps to 2F.

2F Grapple up, then drop to 3F.

3F Bash boxes, burn poster, then take outside ramp to ledge to 5F.

5F Ramp to leap to ledge to 7F.

7F Ledge to 8F.

8F Boxes to grapple to 10F.

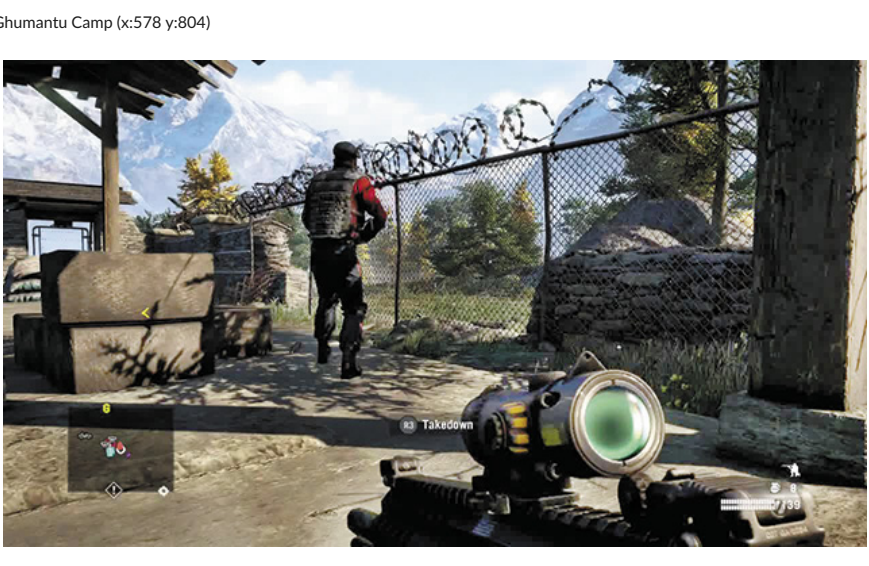
10F Radio and chest.

Reveals:

Gornak's Pass (x:546 y:804)

Devi Temple Ruins (x:566 y:810)

Ghumantu Camp (x:578 y:804)



TOWER 14

Location: **x:670 y:642** (east of Tower 11)

Just a stone's throw from Keo Pradhana Mine, this tower comes complete with a mortar, a machine gun nest, and soldiers guarding it. However, this is also tiger country, so you may not be the only one stopping by.

1F Ledge to 2F.

2F Ramp and stairs to 3F.

3F Mortar, guards, and poster. Walk around to ledge to 4F.

4F Walkway to ramp to 5F.

5F Ramp to ledge to 6F.

6F Rickety boards to leap to ledge to 7F.

7F Bash boxes, shoot lock, leap down to 6F platform.

6F Bash box, leap down to 5F chest.

5F Chest, balance beam to drop to 4F.

4F Walkway to ramp to 5F.

5F Ramp to ledge to 6F.

6F Leap to ledge to 7F.

7F Leap to ledge to 8F.

8F Chest, then stairs to 9F.

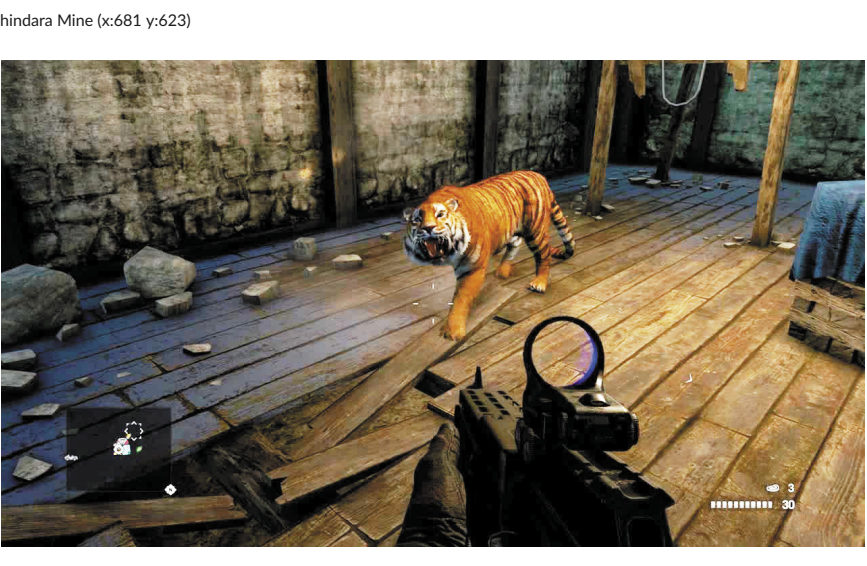
9F Radio.

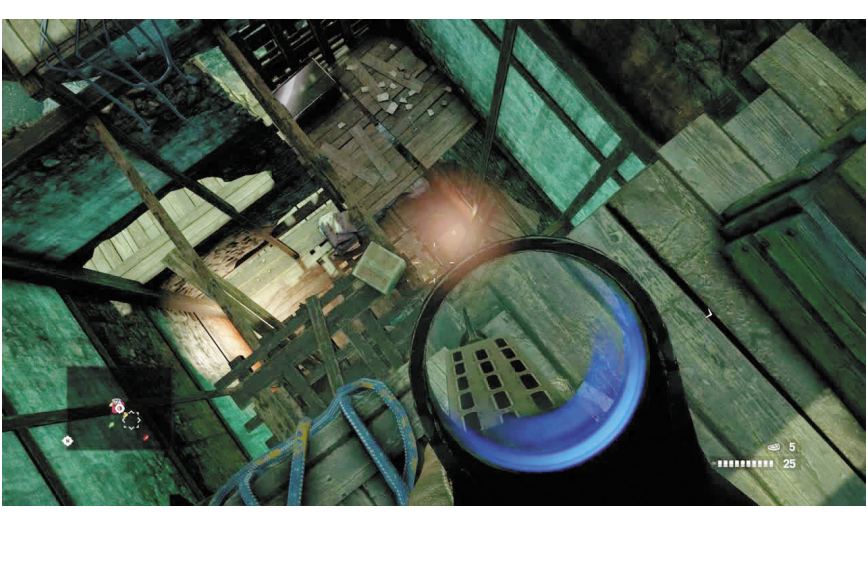
Reveals:

Anjali's Bakery (x:662 y:666)

Kyra's Shrine (x:652 y:639)

Thindara Mine (x:681 y:623)





TOWER 15

Location: **x:655 y:805** (east of Tower 13)

Deep in Min's territory, so even if there are no guards when you get there (say, guarding the mortar to the southwest), patrols are likely to stop by. The first floor has a poster on its northeast wall, but the door is blocked. How do you get in?

Look to the northeast and you'll see two stacks of barrels. Near the farther stack is a grapple descent that leads to an underground passage and a ladder that brings you up inside the tower.

1F Walk northeast to barrels, grapple down to 0F.

0F Take tunnel to ladder to 1F.

1F Ledge to 2F.

2F Ramp to ledge to 3F.

3F Crouch and step onto roof, then clockwise and back in for chest, then out and around for poster. Back inside to ramp to ledge to 4F.

4F Grapple up, hang and swing to ledge to ledge to 6F.

6F Counterclockwise to ledge to 7F.

7F Break box, balance beam to grapple up to 8F.

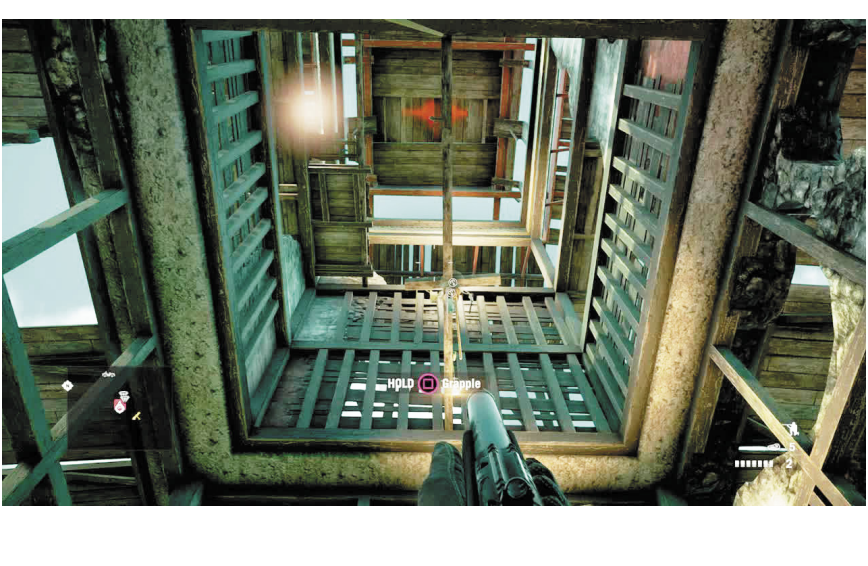
8F Radio and chest.

Reveals:

RA Confiscation Vault (x:643 y:792)

Dhumrapana Shrine (x:643 y:820)

Dead Man's Triangle (x:669 y:822)



TOWER 16

Location: **x:777 y:687**(northeast of Tower 14)

No guards at this location, but you'll find a beehive on the ground floor and probably a bear or two lurking around. You do the math. Then grab the poster from the ground floor wall.

1F Shoot beehive from a distance, let bees disperse, ladder to 2F.

2F Step outside and skirt around to burn-able poster, then step back inside to reach ledge to 3F.

3F Ledge to 4F.

4F Running jump to ledge to 5F.

5F Boxes to balance beam to chest, then back to balance beam to ledge to 6F.

6F Chest, then ramp to 7F.

7F Around to boards to ledge to 8F.

8F Bash boxes, then ladder to 9F.

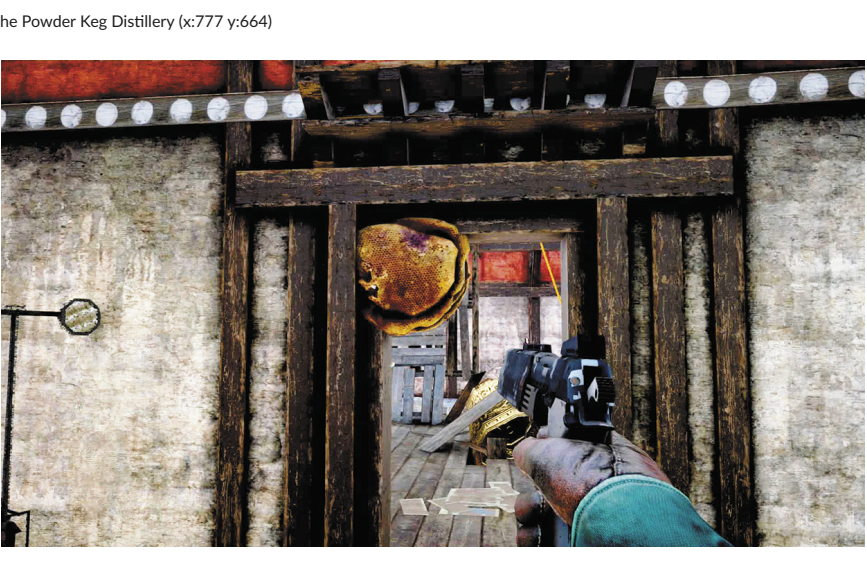
9F Radio.

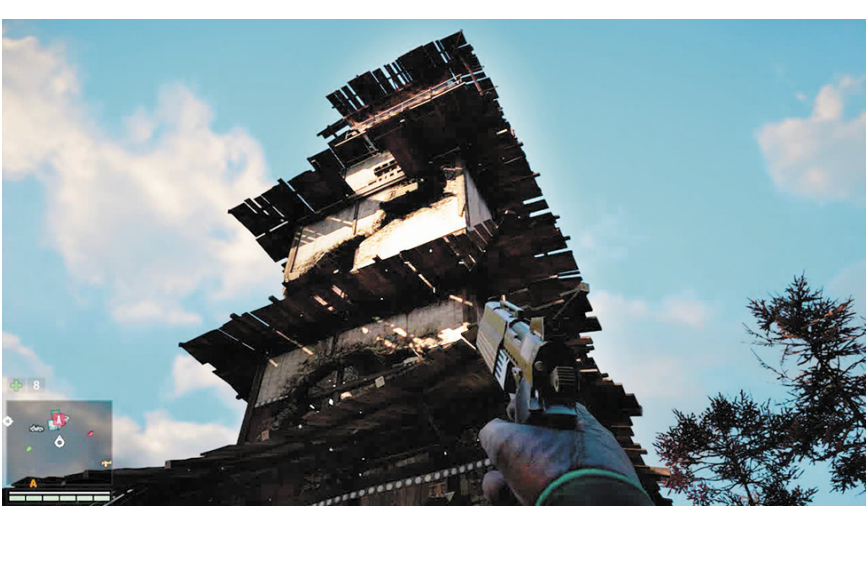
Reveals:

Hima Khoka Cave (x:778 y:708)

Medicinal Poacher (x:795 y:675)

The Powder Keg Distillery (x:777 y:664)





TOWER 17

Location: **x:766 y:760** (far upper right, southwest of Rajgad Gulag)

Closest to Min's Palace, this tower, like all the northern towers, can be a pain to enter. Enemies and packs of wolves roam the countryside, and even the eagles here attack viciously.

Also, a short time after you arrive, a helicopter is virtually guaranteed to appear. When that happens, break out whatever helicopter-killing device you brought along, make for the top floor and its mounted gun, or drop down to the rocket launcher and ammo crate on the 2nd floor.

1F Grapple outside to 2F (stand back a bit to get prompt).

2F Skirt roof to poster, then ramp to 3F.

3F Ledge to 4F.

4F Boxes, through tower, boxes, ledge to 5F.

5F Hop fence to ledge to 6F.

6F Grapple swing, duck, smash boxes, ledge to 7F.

7F Ledge to 8F.

8F Stairs to 9F.

9F Steps to 10F.

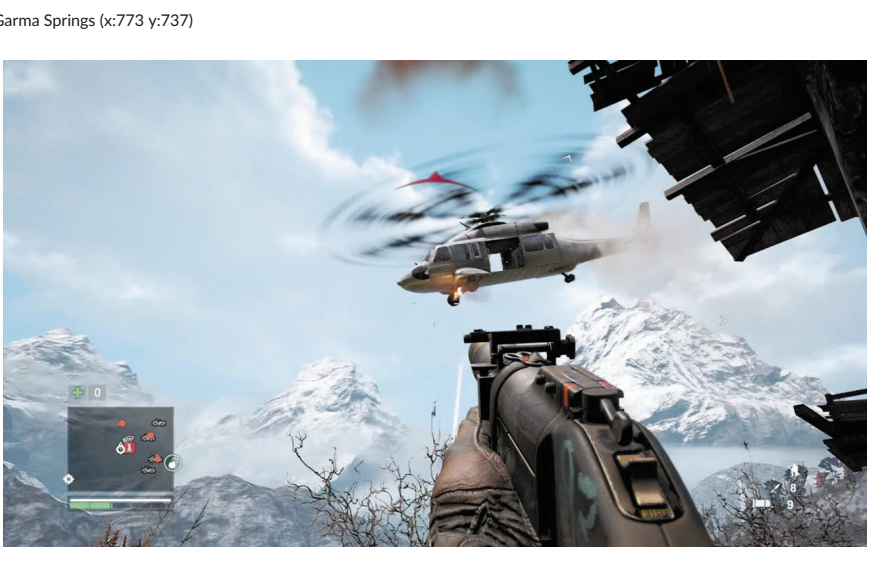
10F Radio and chest.

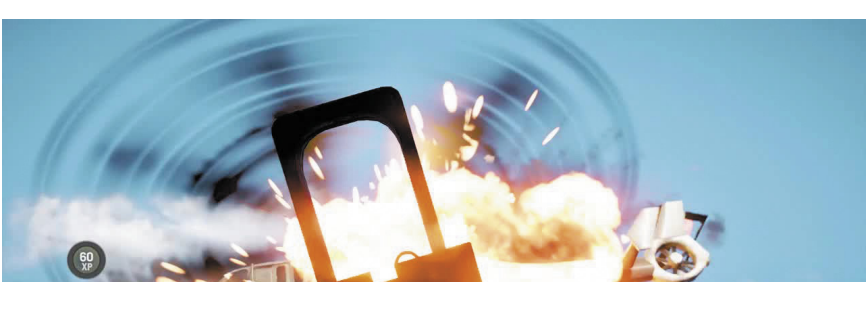
Reveals:

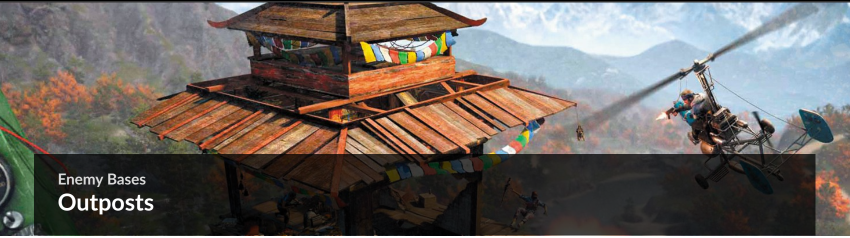
Ska'i Cave (x:758 y:783

Machali Village (x:777 y:771)

Garma Springs (x:773 y:737)







Enemy Bases

Outposts

If radio towers are Min's eyes and mouth in Kyrat, outposts are his feet and fists. Every time you clear all the enemy soldiers from an outpost, you gain a new safe house (complete with bed, weapons cabinet, and fast-travel capability) and several new quests and activities. Plus, fewer of Min's soldiers will spawn in that area from then on. In other words, you definitely want to liberate outposts.

Exactly how you accomplish that task is up to you. In this section, we'll give you a map of every outpost, point out some of each location's tactically relevant features, and offer tips and suggestions. But your options are wide open. If you want to go stealth, go stealth (it takes longer, but you'll get more XP). If you want to charge in with guns roaring, do that. If you'd rather lay a wagonload of mines and play the "lone gunman on a hilltop" role, that'll work, too. Think of this section as us giving you the paints and brushes. It's up to you to paint your own unique masterpiece.

Outpost Master

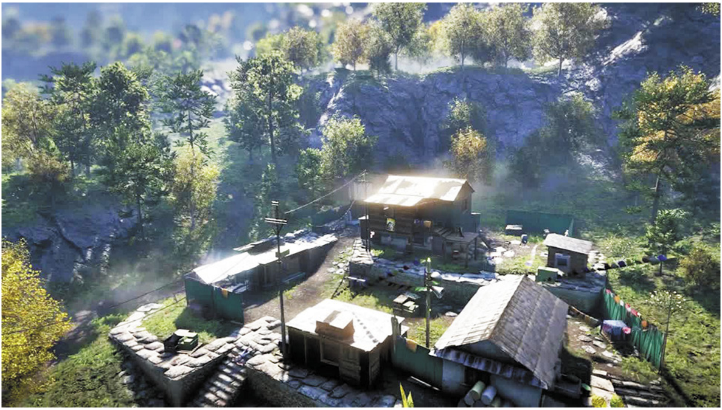
Sure, you may have beaten an outpost. But did you master it? Or can you get even faster? Or smoother? Or sneakier? That's where Outpost Master comes in. It's a repeatable side activity that enables you to replay any outpost, any time. Just go to the outpost you want to challenge and follow the Outpost Master icon (a flag) to that outpost's burned-out campfire. The "mission accept" screen should rise from the ashes and get you rolling. Outpost Master activities don't give you XP, but they're a great way to earn extra rupees.

Outpost Retaliation

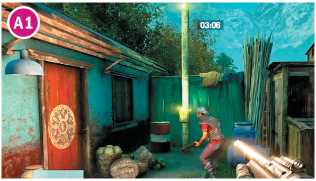
The battle isn't necessarily over once you've liberated an outpost. If the fortress in the area is still under enemy control, it may respond with an Outpost Retaliation attack. When you get a message this is happening, head to the nearest outpost to repel it. The more enemies you kill, the more XP you get.

BARNALI'S TEXTILES

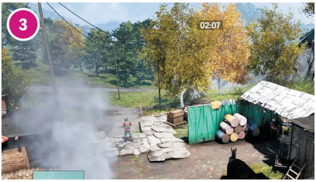
Location: **x:446 y:687**



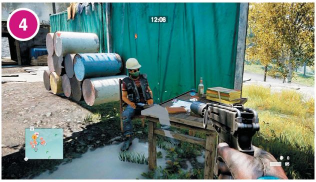
One of the smaller and simpler outposts, Barnali's is centered around a single house, which is easily the tallest structure on the map.



Stealth not a priority? Aim for the barrel.



Get inside the house for some stealthy sniping opportunities. But be aware the rocketeer usually hangs out at the top of the stairway during the daytime.



Skirt around the west side and you can snipe alarm A2 and enter the house's open north door. Just make sure to sneak up on the berserker hanging out in the southwest shed, and check the adjacent shed's roof for his buddy.

Notes:

● Reinforcements on this map come from the south.

① Remember, everybody moves. The rocketeer often visits the east-side berserker at night, the attack dog bounces from his digging spot to the east wall, and the berserker on the west wall sometimes visits the defender at the stairs. Minimize surprises by tagging everyone before you enter the camp, and especially watch for them to fall asleep, take a bathroom break, or pause to fix the alarm.

② The dog sometimes takes up position on this raised area to the east. Wherever he is, stealth players will want to take him out early so he can't alert the rest of the camp. But keep in mind, you can't hide his body. Use thrown bait to pull him into a secluded area (say, beyond the eastern fence), where his corpse won't be noticed.

Barnali's Textiles

A1 A2 Alarm

B Berserker

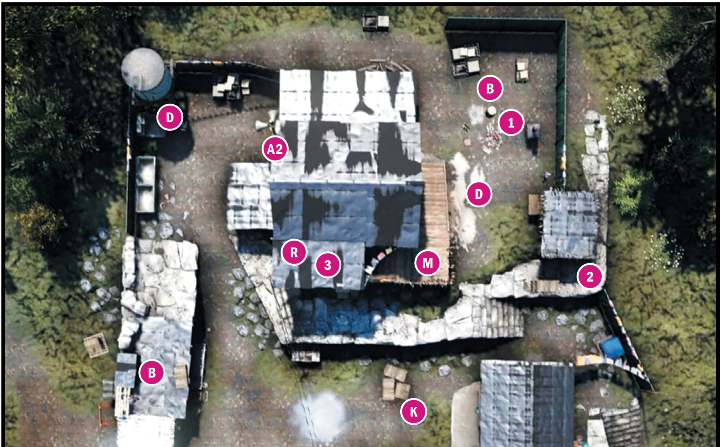
D Defender

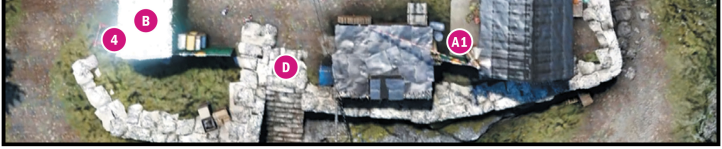
K Attack Dog

M Mortar

R Rocketeer

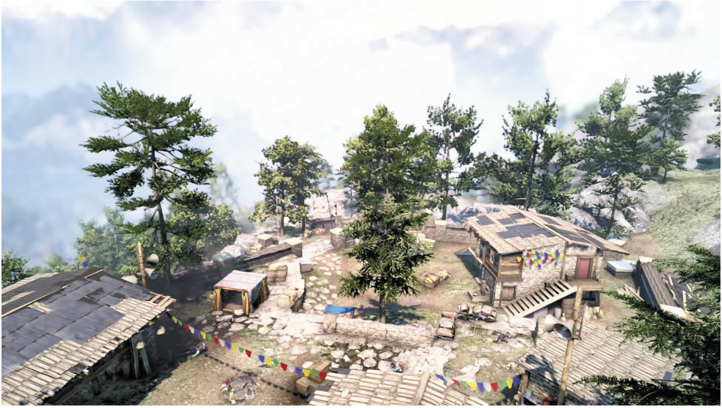
Note: Enemy locations on map are approximate. Enemies often roam or go on rounds. Always scout ahead.



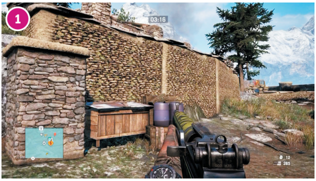


BHIRABATA OUTPOST

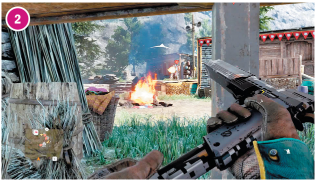
Location: **x:533 y:810**



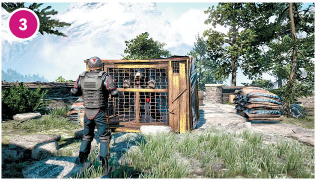
Bhirabata is a split-level outpost with a healthy complement of heavy flamers on one side and snipers and ordnance on the other.



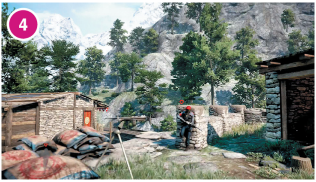
You can actually climb up the wall right at the entrance. Then follow the wall east and disable alarm A1 without anyone seeing. Then take out (in order) both snipers, the roaming heavy flamer, and the defender near the bear and alarm A2, and the whole top level is yours.



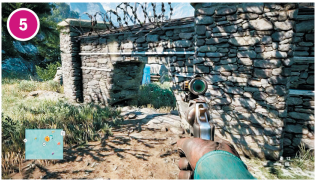
The open crawlspace under this hut offers both cover and a great way to sneak up on someone like the roaming heavy flamer.



With no hunters guarding this base, that caged bear is your weapon, should you choose to use him. The defender near him never leaves.



It's easy to miss the sniper who usually leans against the wall here. Don't. Because he's not likely to miss you. The cabin to the north provides good cover to take him down and stash his body.



The gap in the wall's northeast corner can provide stealthy access into the compound.

Notes:

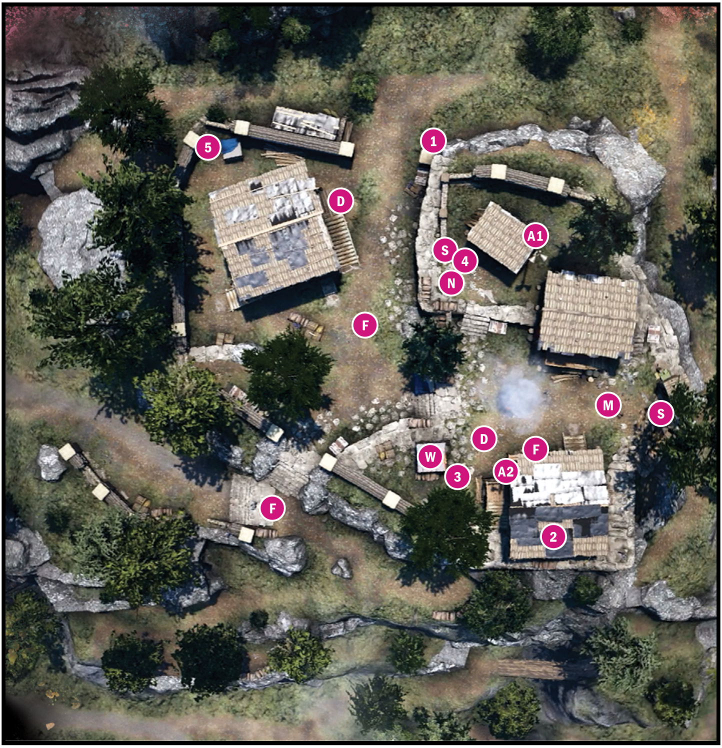
- The first wave of reinforcements on this map comes from the west. The second wave is a pair of helicopter gunships.
- Lots of motion on this map. The heavy flamers and one of the defenders roam all over the camp's west side.
- The mortar on the east side can hit most of the western half of the map.
- The eastern half of the camp is a full story higher in elevation than the west. Use this to your advantage and clean out the east (and its alarms) before the chumps to the west know what's happening. Then you can use the machine gun nest to its full potential without worrying about anyone shooting you in the back.

Bhirabata Outpost

A1 A2 Alarm

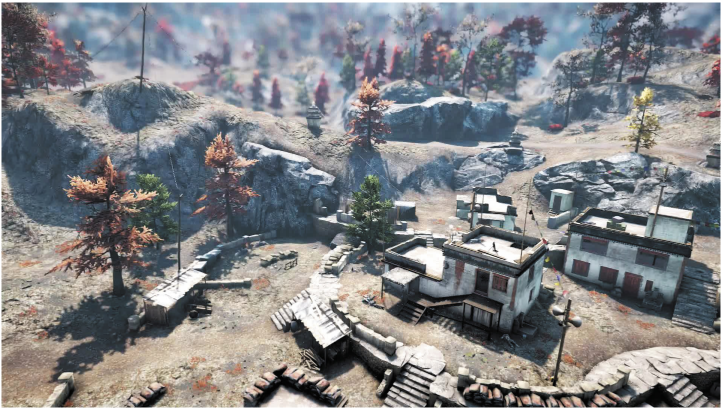
D	Defender
F	Heavy Flamer
M	Mortar
N	Machine Gun Nest
S	Sniper
W	Bear in cage

***Note:** Enemy locations on map are approximate. Enemies often roam or go on rounds. Always scout ahead.*

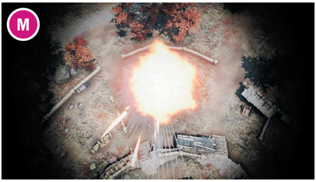


BORDER OBSERVATION POST

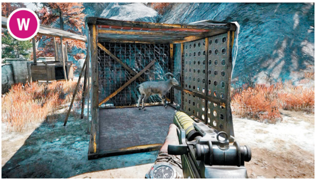
Location: **x:810 y:665**



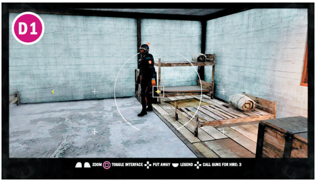
Few outposts are as spread out as this broad cluster of buildings, which is protected by rocketeers, mortars, and no fewer than three alarms.



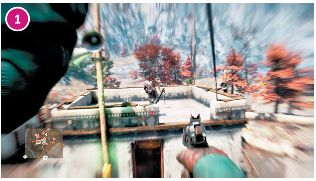
The mortar here can hit just about any place in the camp, including the rooftop with the mounted grenade launcher.



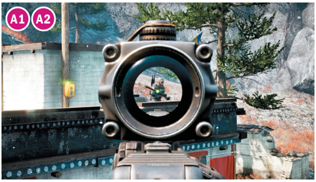
Don't get too excited when you see the animal cage in the northwest. Unless the bharal inside is way more vicious than he looks, it's a non-asset.



Stay alert for guards hiding in the cool interior, rather than baking out in the hot sun, in both alarm houses.



The zipline in the northwest drops you on the rooftop right beside A1, but just out of sight of the rocketeer on the level above. Is there a more perfect stealth insertion?



Two of the three alarms are located on a rooftop and constantly guarded. On the plus side, there are ladders up from the rooms below, and you can usually snipe the rooftop guards to oblivion without many other soldiers noticing.

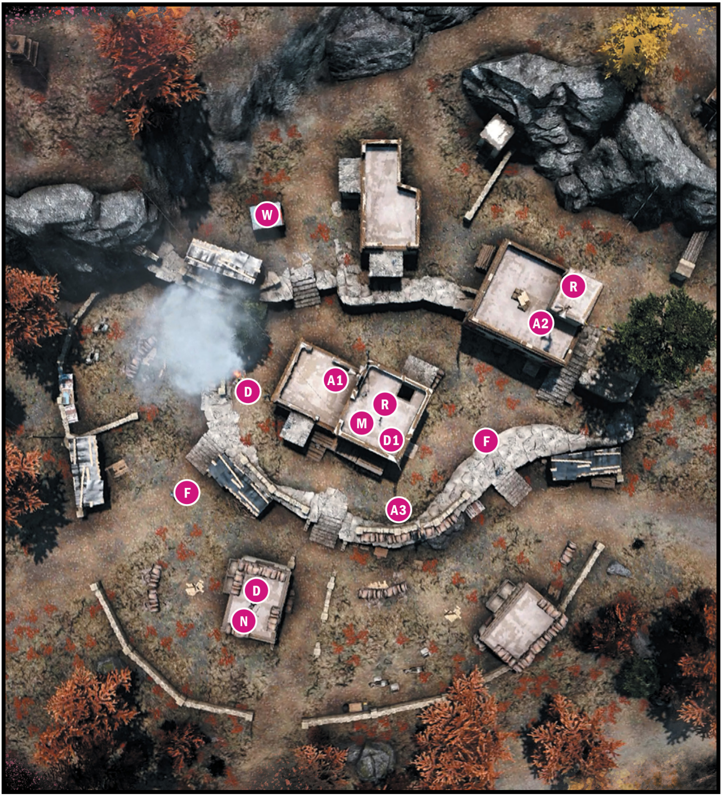
Notes:

- Reinforcements on this map mostly arrive aboard technicals coming in from the west.
- It's actually easy to sneak around this level, thanks for generous cover and a relatively sparse population of enemy soldiers.
- All the defenders prefer to face south. Apparently, it never occurred to them that someone with a sniper rifle might attack them from the north.

Border Observation Post

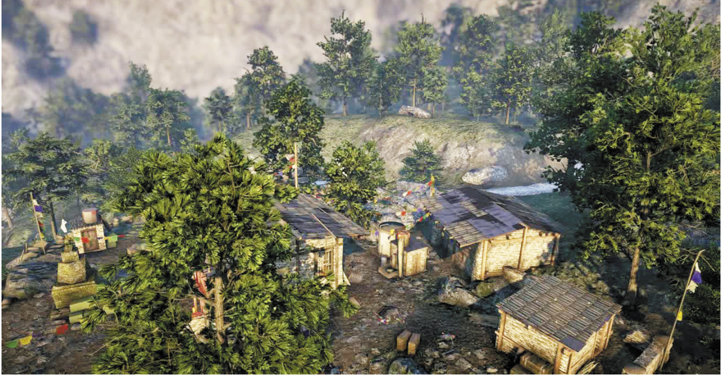
A1 – A3	Alarm
D	Defender
F	Heavy Flamer
M	Mortar
N	Grenade Launcher Nest
R	Rocketeer
W	Bear in cage

Note: Enemy locations on map are approximate. Enemies often roam or go on rounds. Always scout ahead.

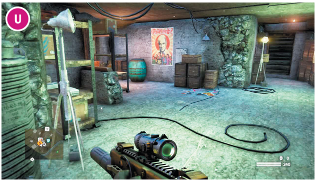


KEO GOLD STORAGE

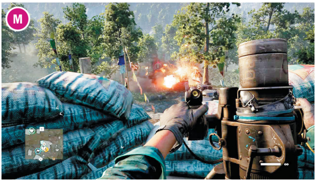
Location: **x:438 y:816**



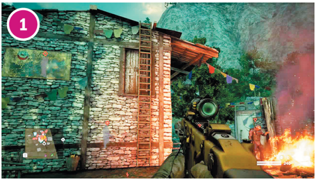
A cluster of crumbling cabins in a wooded forest, this outpost has a secret: A fortified basement with multiple entrances and exits.



Two stairways and a ladder all lead to the same basement-like storage area. It's a great place to hole up and regroup. You can mine two of the entrances and camp the third. Plus, there are two health packs on the shelves. Be aware, though, that it's guarded by a third charger not shown on the map.



Reinforcements here will drive up first from the south and then the south/southeast. And the mortar can definitely hit them.



The northeast section is definitely the softest side of the camp. The shacks here provide great cover, guards rarely patrol here, and a ladder on the corner of the main building leads straight to the roof.

2
MULTI KILL x

The fuel tank tucked under the balcony can come in handy if things get crazy.

Even more than most maps, this one is constantly in motion. The flamer moves all around the south and west, the defenders often venture into the cabin, and there's a charger in the basement (not shown on map) who frequently pops up for air.

KEO Gold Storage

A1 A2 Alarm

C Charger

D Defender

G Heavy Gunner

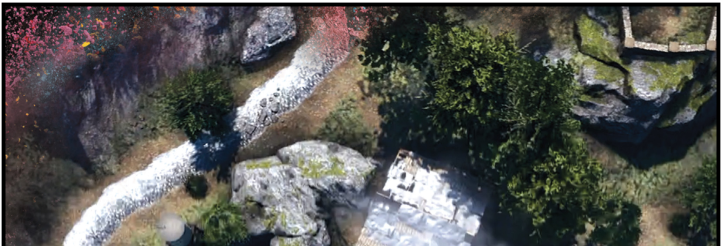
M Mortar

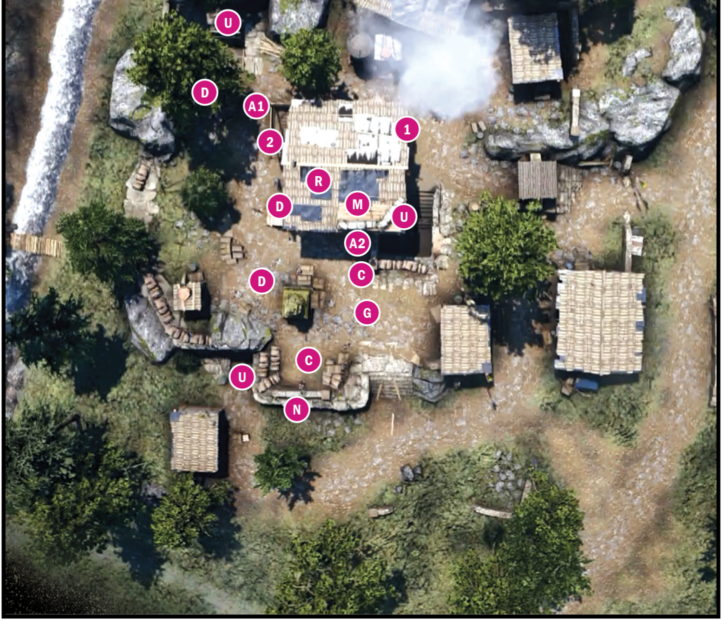
N Machine Gun Nest

R Rocketeer

U Entrance to underground storage area

Note: Enemy locations on map are approximate. Enemies often roam or go on rounds. Always scout ahead.

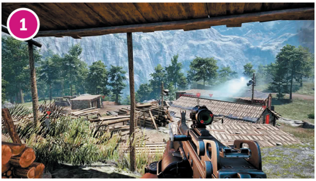




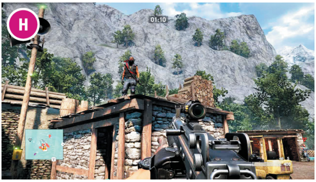
KEO LOGGING CAMP

Location: **x:421 y:758**

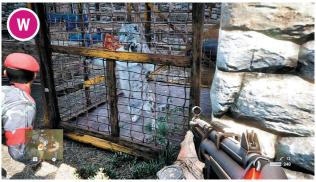
The main cabin dominates one side of this map, but a maze of log piles and smaller structures snake up the slopes to the west.



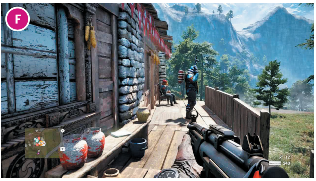
The skinning shack high in the southwest offers a fair vantage point. From there, you can snipe the hunter, the guards to the south, west, and east, and if you slide east, one of the alarm boxes.



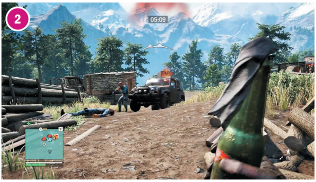
The hunter perched among the logs on this platform is a key to this level. He has eagle eyes and, if you've been foolish enough to free the leopard before killing him, a charmed leopard sidekick.



Don't free the leopard unless you've first killed the hunter and disabled the alarms, so the hunters that come with the reinforcements don't charm it.



If you can approach the house in secret and take down both the flamer and the guard silently, coming in from the north becomes a good strategy. Take them down and step into the little room, where you can snipe the hunter and the first alarm, then step out the back and turn left to disable the second alarm. Then it's just a mop-up operation.



Reinforcements on this map will arrive first on foot from the northeast, and then via technicals driving down the north road.

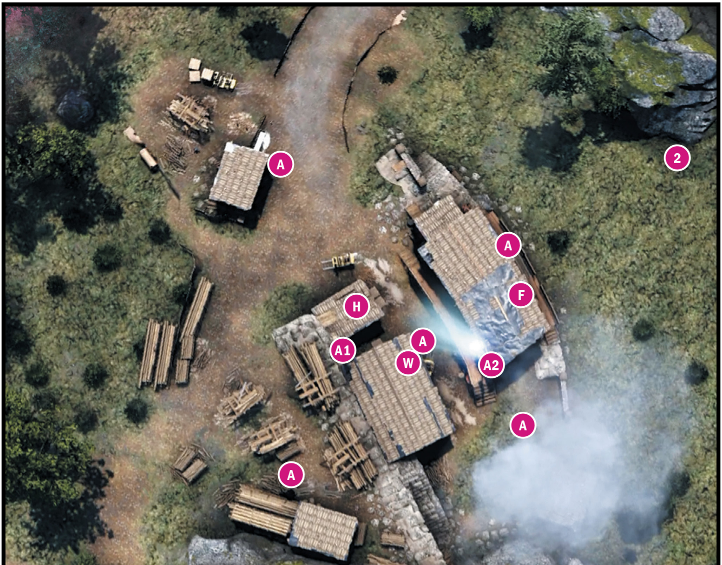
Notes:

● The western alarm can be tough to pinpoint, tucked as it is between two buildings. Look for the speakers sticking up if you need help finding it.

KEO Logging Camp

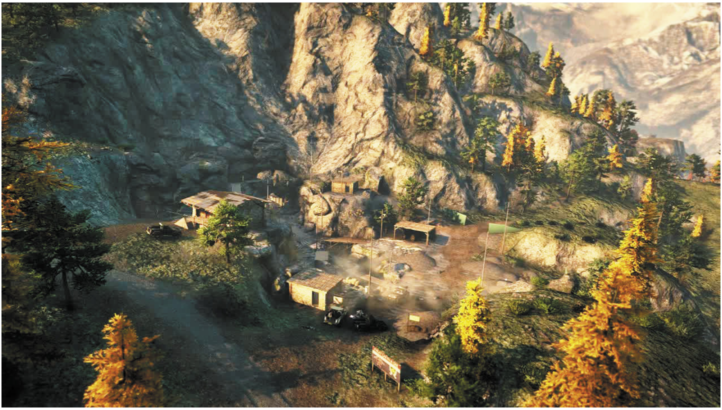
A1 A2	Alarm
A	Assaulter
D	Defender
F	Heavy Flamer
H	Hunter
W	Snow leopard in cage

Note: Enemy locations on map are approximate. Enemies often roam or go on rounds. Always scout ahead.

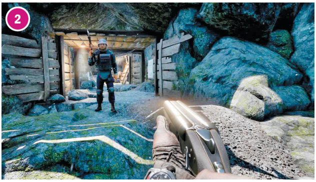


KEO PRADHANA MINE

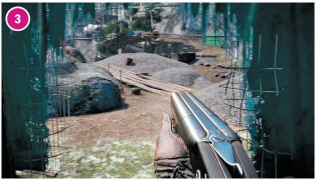
Location: **x:692 y:624**



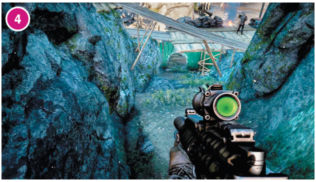
This horseshoe-shaped ring of shacks looks simple, but twisting walkways, varying elevations, and hidden entry points add layers of complexity.



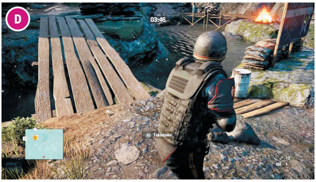
The tunnel in the north is a dead end despite the water in back, but if you've been found out and you have some decent firepower (like a signature LMG), it's a great place to hole up. The enemies will all come through the mouth of the cave, where you can mow them down. You can even take out the helicopter reinforcement from here with relative ease.



The hole in the southern fence offers another stealth opportunity. Once you take out the flamer and guard near alarm A3, you can take the walkway up to the mortar, disable the other two alarms, and follow the walkway all the way around the camp.



The ledges in the northwest also enable you to enter secretly and begin systematically taking down defenders.



The defender closest to the center of the map walks a full circle around the water.

Notes:

● Wave 1 reinforcements will come on foot from the west. Wave 2 arrives in three technicals from the northwest road, and wave 3 is a helicopter.

① There are two locations from which you can snipe all three alarms. The first is under the main building's balcony. Get there by using the crawlspace under the west porch. The second is a small wooden platform you can reach by inserting through the shack in the southwest. However, you have to watch for the heavy prowling the east side of the camp and the very close defender on patrol. And you have to strike quickly so the defender to the north doesn't spot you.

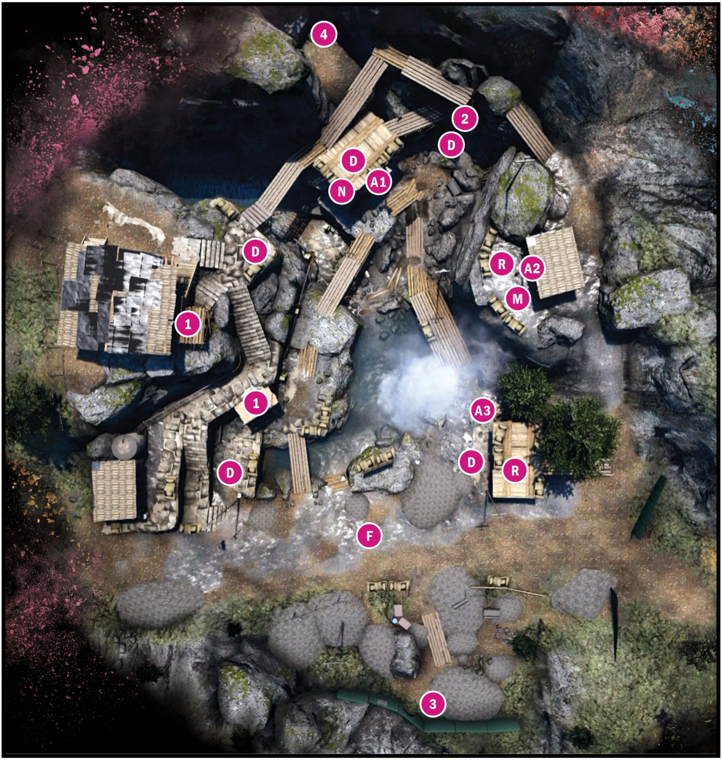
KEO Pradhana Mine

A1 – A3	Alarm
D	Defender
F	Heavy Flamer
M	Mortar

N Machine Gun Nest

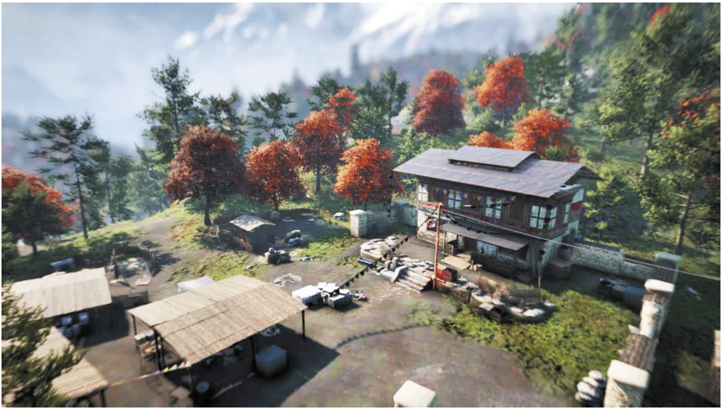
R Rocketeer

Note: Enemy locations on map are approximate. Enemies often roam or go on rounds. Always scout ahead.

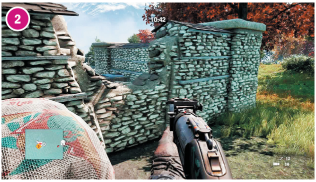


KHETA MANOR

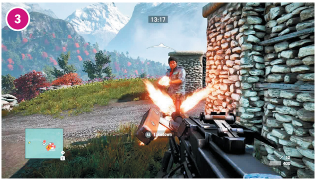
Location: **x:446 y:452**



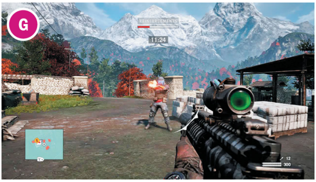
A single mansion surrounded by flimsy awnings and poppy fields. And a pig pen.



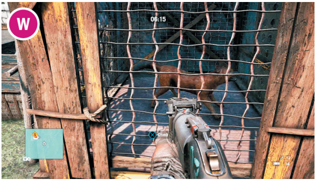
The vault-able parts of the east wall are good spots to sneak around the house. Both of them give you a good angle on the alarm (and the defender across the lot) and the south one can be a good way to isolate the heavy gunner for a takedown.



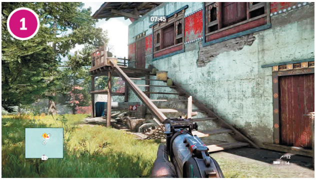
Reinforcements on this map arrive on foot from the fields to the west and consist of assaulters and defenders. Drop a mine or two on the slopes to thin them out.



The heavy gunner here actually walks a route around the whole front square.



The animal in the cage this time is just a dhole. It can create a distraction, but don't expect it to get any kills.



For once, sniping down from the hills is a poor strategy. The house blocks your view of the enemies. Not only that, but the stairs in back don't lead to anything. You can't open the door and you can't reach the roof from here.

Notes:

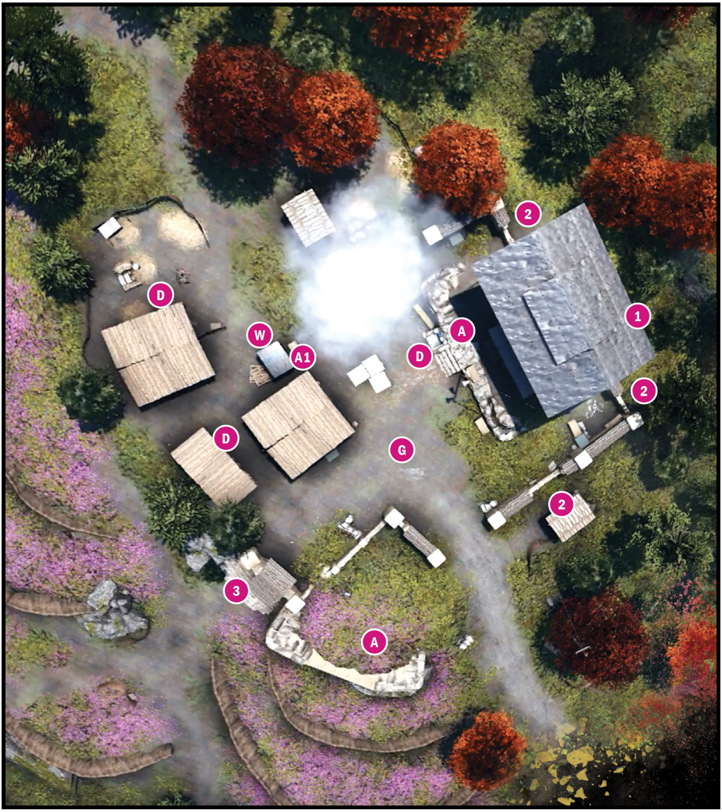
● The fields to the west and southwest offer a great deal of cover. You can safely use them to approach or escape.

Having trouble figuring out how to take down the heavy? Drop a mine anywhere along his route. As long as nobody sees you, he'll step right on it. In fact, if you can dispatch the guard near the pigpen and place the mine near the dhole cage, it might blow that open at the same time.

Kheta Manor

A1	Alarm
A	Assaulter
D	Defender
G	Heavy Gunner
W	Dhole in a cage

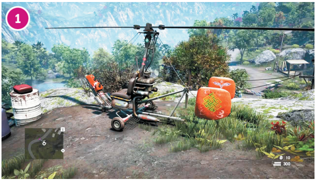
Note: Enemy locations on map are approximate. Enemies often roam or go on rounds. Always scout ahead.



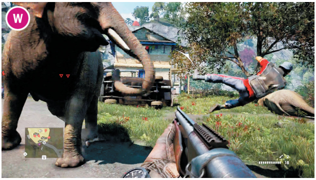
KHILANA BAZAAR

Location: **x:298 y:426**

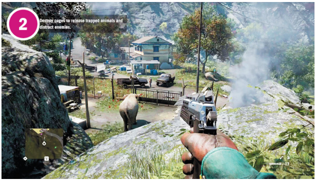
Barely more than a few buildings on the roadside, Khilana Bazaar is the only outpost you must take over as part of Far Cry 4's main story.



The buzzer on the cliff isn't very useful here, you say? Tell you what: You sneak up to it, take off, then use it and the M-79 grenade launcher to buzz-bomb everything here to a fine pulp. Then we'll talk about useful.

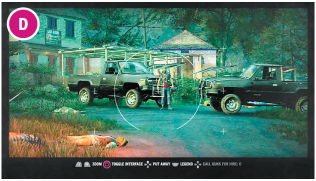


Elephants. They never forget, and they're very, very difficult to kill.



Destroy cages to release trapped animals and distract enemies.

Technically, you can snipe the alarm and quite a few enemies from the hills to the north. But it's more fun to just free the elephant and let him have fun.



A roadblock like this is just begging to be torn to pieces. If you don't want to use the elephant, why not barrel through with a motorized vehicle?

Once you see that mono-chrome glow, you know the outpost is yours.

Khilana Bazaar

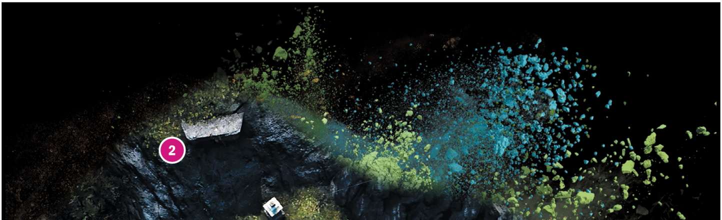
A1 Alarm

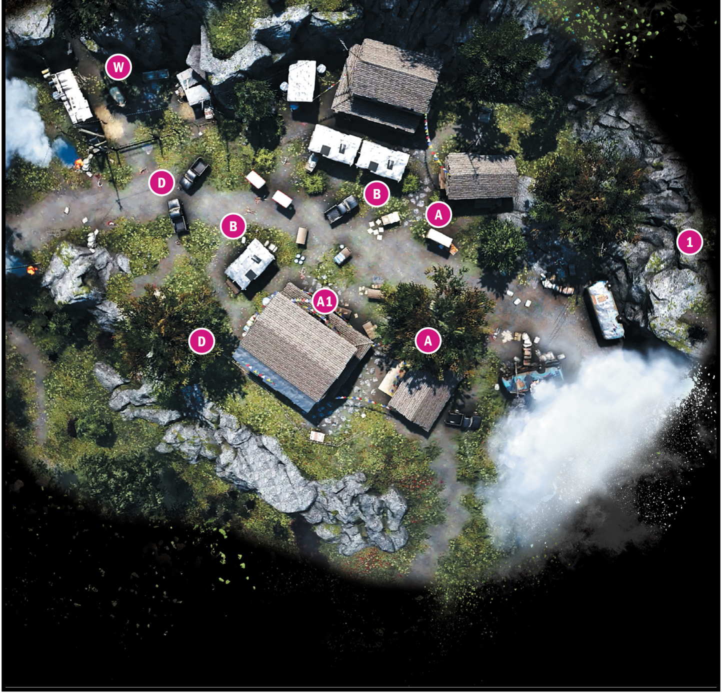
B Berserker

D Defender

W Elephant in a cage

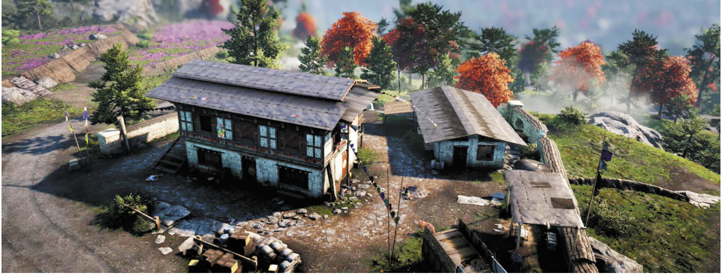
Note: Enemy locations on map are approximate. Enemies *often roam or go on rounds. Always scout ahead.*



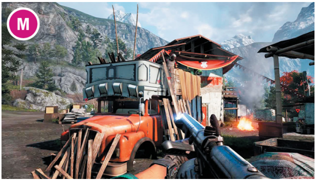


KYRA TEA TERRACES

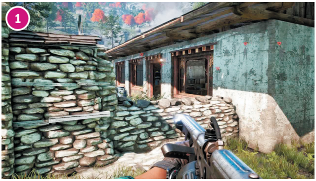
Location: **x:394 y:328**



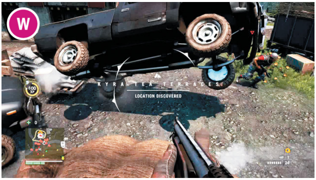
Picturesque poppy fields complemented by a powerful mortar and seriously formidable wildlife.



Don't approach from the north. They have a guard manning a truck-mounted mortar and several more guards permanently looking in that direction, which makes it tough to sneak in. Of course, if you open with a rocket launcher salvo, that mortar won't be much of a problem.



The wall is safe to approach from the west and has multiple holes and crossable gaps on its west/northwest edges. The hole at the northwest corner in particular is a strong entry point for stealth players. The nearby building provides excellent cover and puts you very close to the alarm.



You'll often find an elephant browsing in the poppy fields on the east side. There's not a ton of cover to mask your approach, and one defender in the building always looks out the window. Then again, if you're charging in on an elephant, that's pretty much all the cover you need.

Note that this is Bengal tiger country, so any attempted stealth approach has a good chance of being disrupted by a tiger attack.

Notes:

● The alarm pole is on the north side of the compound, but difficult to snipe from that direction thanks to a wall.

● The gap in the southern wall provides quick access to the stairs leading to the main building's second story.

● The defender placed in the middle of the road on this map actually walks a square that takes him from the big house to the field, around the sheltered table, and back again.

● The fields get higher the farther east you go. If you want to perch up here and snipe, go for it. Just be sure to take the mortar operator first.

2 Reinforcements here will drive in from the east in two trucks. Use that knowledge to your advantage.

Kyra Tea Terraces

A1 Alarm

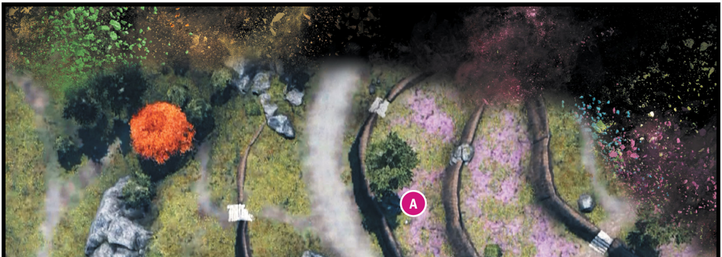
A Assaulter

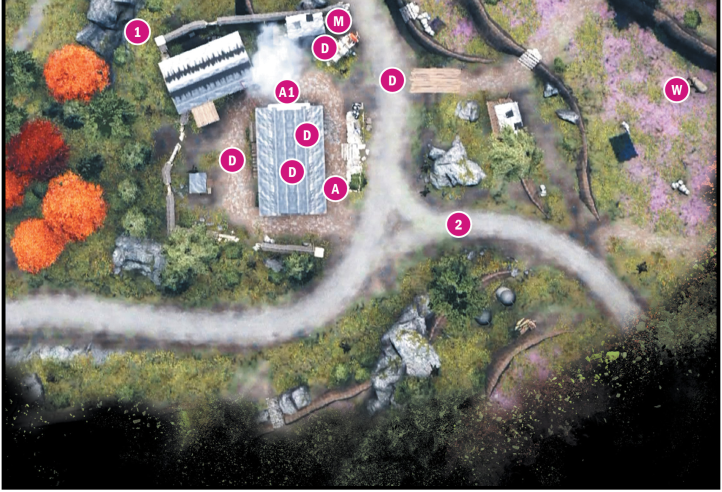
D Defender

M Mortar

W Wild Elephant

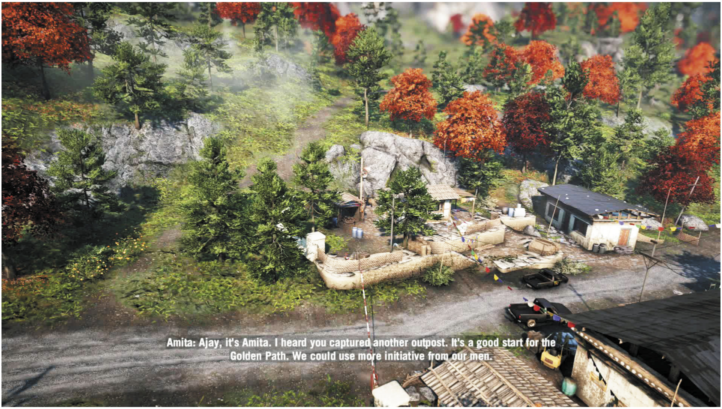
Note: Enemy locations on map are approximate. Enemies often roam or go on rounds. Always scout ahead.





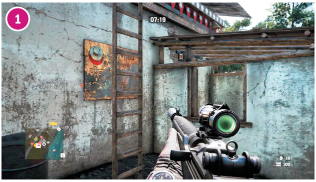
KYRA TEA WEIGH STATION

Location: **x:345 y:379**

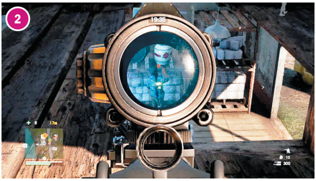


Amita: Ajay, it's Amita. I heard you captured another outpost. It's a good start for the Golden Path. We could use more initiative from our men.

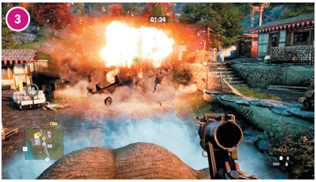
This simple-looking site straddles a road and touches a river, and turns out to have a wealth of strategic options.



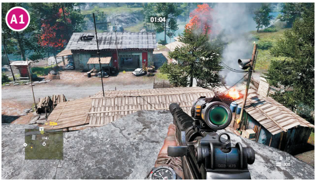
Especially at night, you should be able to slip in along the eastern river bank, where the stone foundation provides strong cover. A ladder hanging from the large building leads up to the roof, where a hole drops you onto a sort of false ceiling—a great hiding place from which to pop up, snipe a foe, and drop back down.



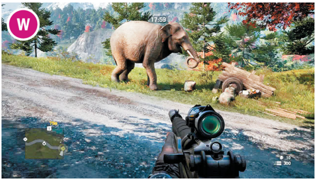
There's an explosive propane tank on the far patio, and another inside the building with the hole in its roof.



Reinforcements on this map come up the road from the south, in two trucks. Meet them with mines, C4, or maybe grenades launched from elephantback.



The alarm pole is located on the raised patio of the smaller building on the west side of the compound. If you come in from the hills to the west, you can snipe almost the entire camp. The right-side slopes of the northern road also have tons of cover, great for slipping behind buildings and getting to the alarm before they know you're there.



The north side of this map always has an elephant snacking on an overturned vegetable cart. He's not super difficult to spook or anger into charging into town. And if you have the Elephant Rider skill? Even better.

Kyra Tea Weigh Station

A1 – A3 Alarm

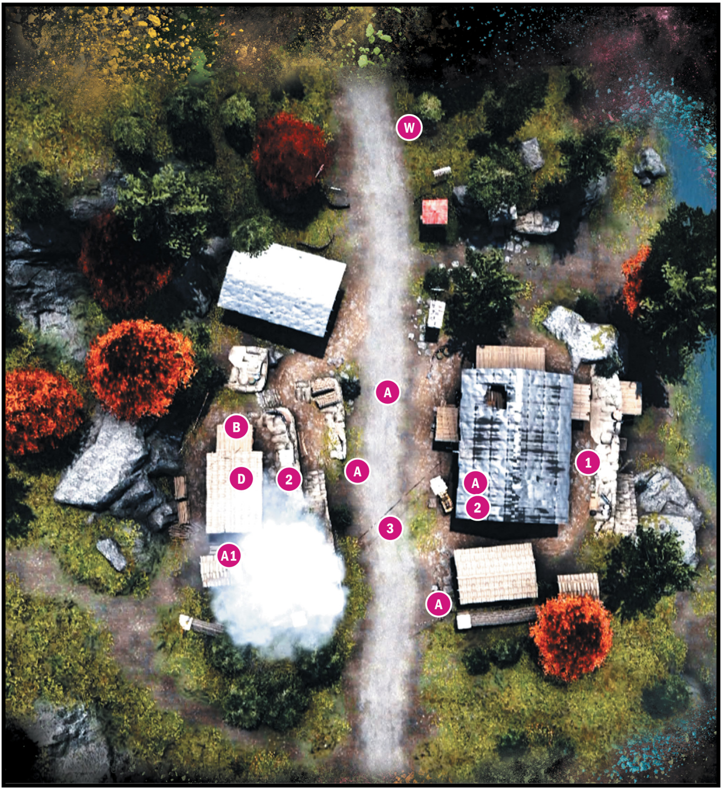
A Assaulter

B Berserker

D Defender

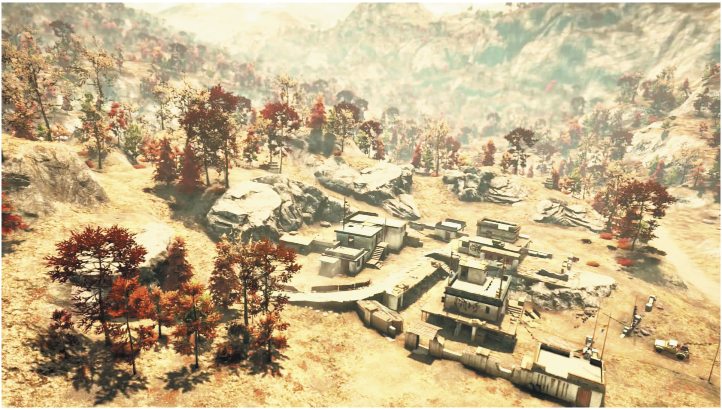
W Wild Elephant

Note: Enemy locations on map are approximate. Enemies often roam or go on rounds. Always scout ahead.

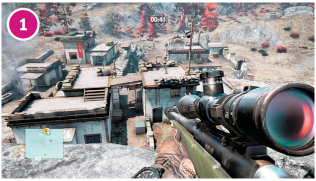


LHUMTSE BARRACKS

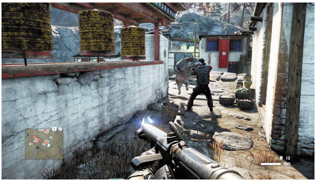
Location: **x:783 y:605**



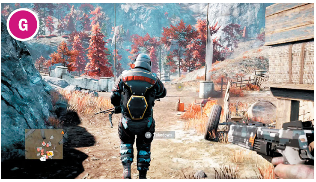
With alarms on rooftops, heavies in trenches, and other threats in between, this tight block of structures is a game of levels.



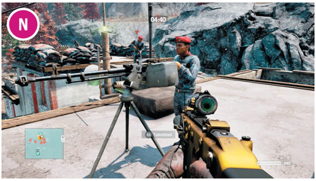
Many of the cliffs in the northeast have little cover, but give a sniper a full view of every rooftop in town. But kill the mortar operator first.



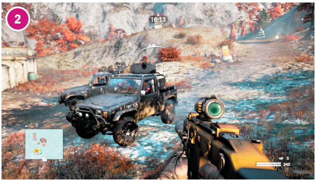
This is serious wolf country. If you don't get wolves charging in while you're trying to take over, a little bait will bring them running. Just remember they'll go after you as well as your enemies.



The heavy gunners in the southeast and southwest walk all around their buildings. This means they can be lured away and dispatched out of sight.



The soldiers here really love the mounted gun. Once they know you're around, any time it's unmanned, someone will jump onto it. You can get three or more easy kills by just letting yourself be seen, then sniping the parade of chargers who volunteer to operate the gun.



The first wave of reinforcements comes up from the south in two technicals. One comes up the middle and one around the west side. The second wave actually does come via the west road, and is again two technicals. The third wave is again from the south, but is a single technical with a mounted grenade launcher.

Notes:

● Alarms A1 and A3 are on rooftops, so don't panic if you can't see them from the ground. There are ladders up in the buildings below, as well as places to climb up on the outside.

● The charger and assaulter in the north often practice their combat moves in the yard. Keep an eye out. They put on a good show.

Lhumtse Barracks

A1 – A3 Alarm

A Assaulter

C Charger

G Heavy Gunner

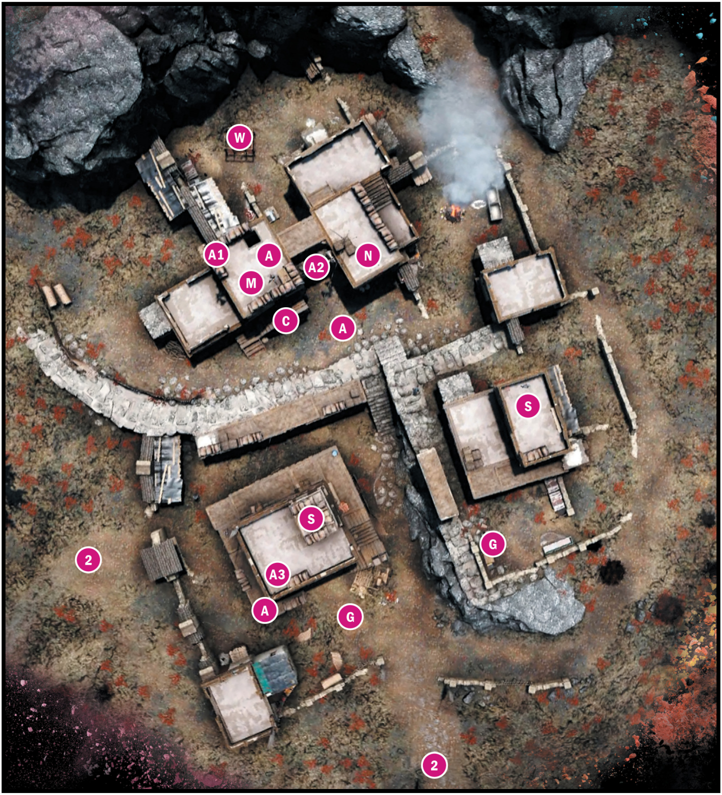
M Mortar

N Machine Gun Nest

S Sniper

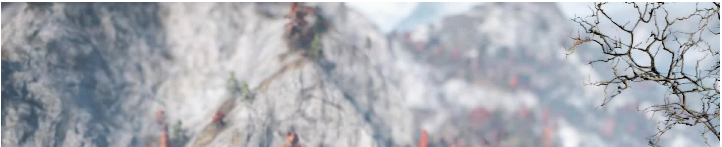
W Wolf in a Cage

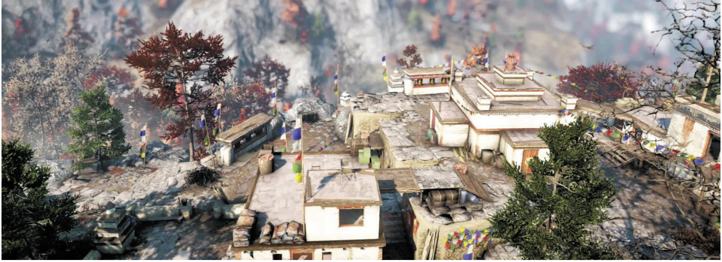
Note: Enemy locations on map are approximate. Enemies often roam or go on rounds. Always scout ahead.



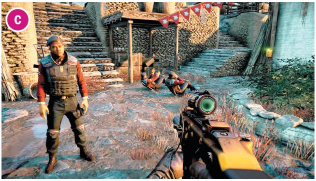
NAMBOCHE MONASTERY

Location: **x:804 y:726**

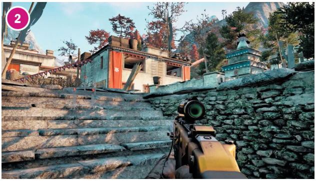




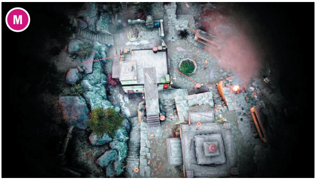
Heavily defended by nigh-overwhelming reinforcements, this narrow strip of buildings perches on the edge of a mountain, daring you to slip in and try to take it.



The chargers wander across a wide area, but they love to congregate in the northern clearing and exercise.



A small stairway in the north also offers a viable insertion point. It's narrow, cutting down the chances of enemies seeing you, and it's just a quick dash to the building with the machine gun on its roof. Enemies are thick here, but the building has more stairs and ladders than even they can cover.



The mortar in the south can reach most of the northern half the camp. This is useful when reinforcements begin to swarm in.

Reinforcements on this map come hard. Wave 1 is a mix of chargers, snipers, and a heavy flamer that come on foot from the west. Wave 2 also comes from the west, but in two technicals with mounted grenade launchers. Wave 3 is a pair of helicopter gunships.

Notes:

1 The south side is a strong insertion point. You can grapple up from below on the south side of the monastery and sneak through a gap in the wall. You can then slip around and up the stairs of the southernmost building, which gives you fast access to a defender, the mortar, and alarm A3. Watch for the rocketeer and the nearby sniper, though.

Namboche Monastery

A1 – **A3** Alarm

C Charger

D Defender

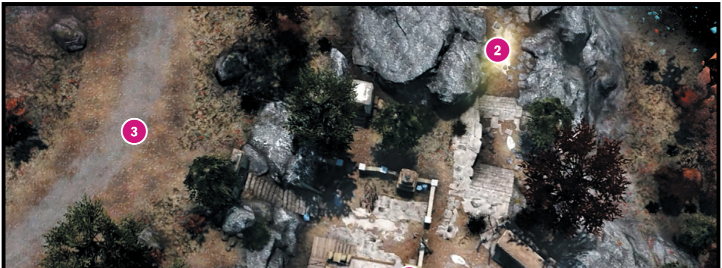
M Mortar

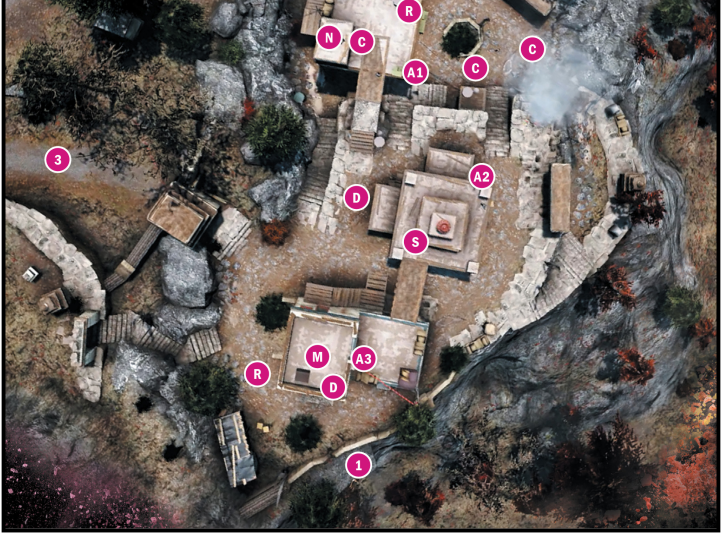
N Machine Gun Nest

R Rocketeer

S Sniper

Note: Enemy locations on map are approximate. Enemies often roam or go on rounds. Always scout ahead.

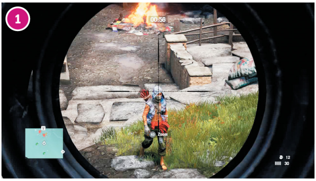




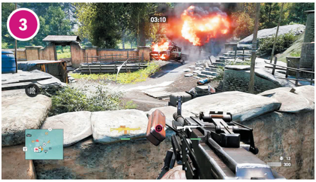
OPEN HEARTS CLINIC

Location: **x:386 y:674**

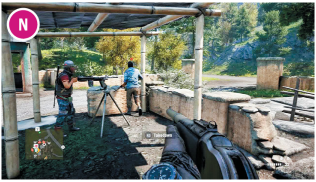
Nothing but bad medicine gets prescribed at this tiny outpost, where a pair of hunters and a caged wolf add intrigue to a close cluster of houses.



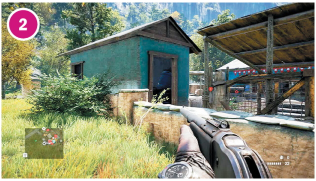
It's risky to suggest that there's a "best" way to beat any outpost, but if you climb the high hills in the northeast, you can snipe down on both hunters and then snipe open the cage holding the bear, who has a good chance of taking down yet more enemies. Plus, you're now close to the mortar. That's tough not to love.



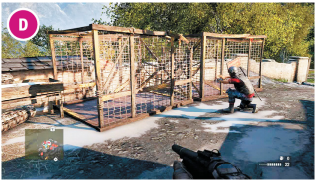
The first wave of reinforce-ments arrives on foot, coming down the stairs on the east, and includes more hunters. The second wave drives down from the north. A technical will zoom straight into camp and stop near the bear cage (unless you stop it first), and a pickup carrying a heavy gunner will continue to the northwest entrance.



There may be an open road coming down from the northwest, but there's also a guard on a turret gun facing the road. Find a better entry point.



The southwest wall has several entry points close to the alarms as well, including the area near the cages and the roof of the little green shack.



The defender near alarm A1 is very focused on repairing his cages, but both he and the assaulter on rounds can be drawn all the way outside if you throw rocks at the exterior wall.

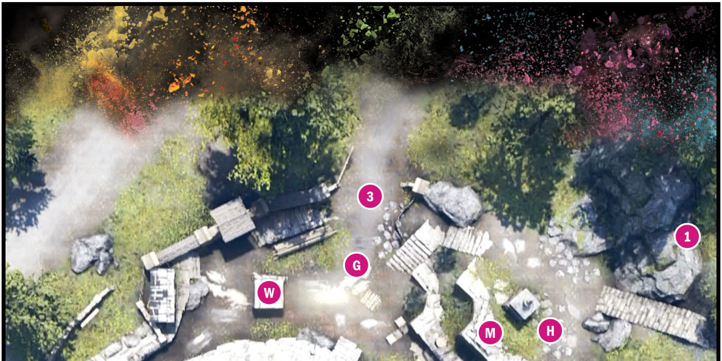
Notes:

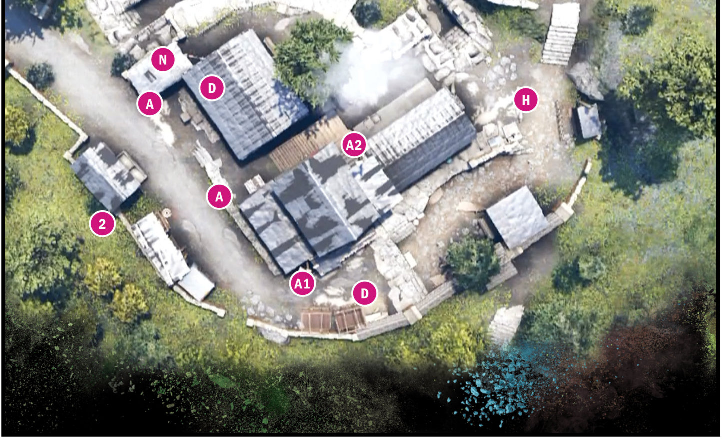
- Do not free the bear until both hunters are dead. (Unless you wish to find yourself also fighting a bear.)
- The second alarm is on a second-story landing, which can be easy to overlook from ground level.

Pranijagat School

A1 A2	Alarm
A	Assaulter
D	Defender
G	Heavy Gunner
H	Hunter
M	Mortar
N	Mounted Machine Gun
W	Wolf in a Cage

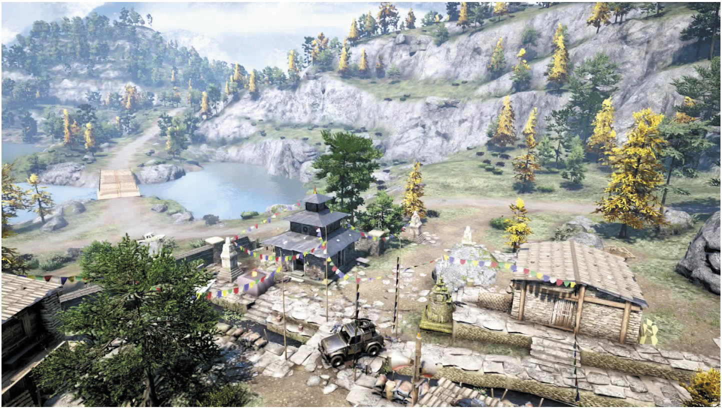
Note: Enemy locations on map are approximate. Enemies often roam or go on rounds. Always scout ahead.



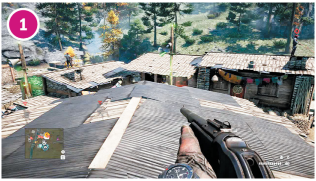


POKHARI GHARA

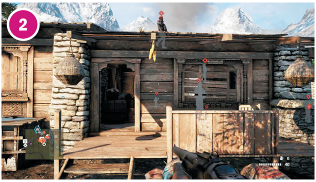
Location: **x:552 y:747**



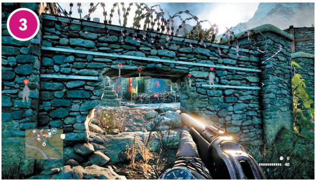
A modern-day moat runs through the middle of this quaint little village, which can become an intense urban battlefield in seconds.



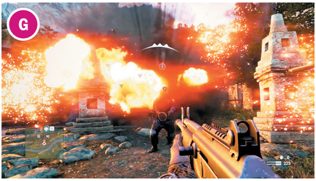
Nearly every house has a ladder attached that leads up to the roof. And given how connected many of the rooftops are and how flat the elevation is across the town as a whole, fighting from the rooftops is a viable strategy here. Case in point: If you enter from the east and immediately turn north, you can climb up the back side of the house in the east. From its roof, you can take out both snipers and both alarms in just a few seconds, which will severely weaken the camp.



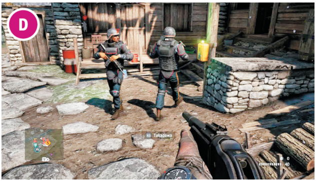
It's risky, but if you enter through the open guardhouse in the west, it could have a big payoff. As you step through its town-facing door, one alarm stands to your immediate north (left) and the other is just around the building to the south. Even if you get caught, the western stream is a quick dash away, and makes a great emergency exit.



You can also knock out both snipers and both alarms without even entering camp from this hole in the eastern wall.



The heavy gunner is usually the only enemy south of the stream, making it easy to take him out without alerting the rest of the camp. Which is good, because you're well within reach of the mortars here.



One defender constantly circles the house with the tin roof. The other four wander the town like goldfish in a punch bowl. Keep your head on a swivel.

Notes:

● The points where the stream enters and exits the town are obvious points of entry. Especially since they come with wooden bridges for you to hide under.

● When wave 1 of reinforcements arrives, two technicals will come from the southeast. One will drive all the way into town via the stone bridge in the center. Wave 2 will drive two more down from the north, and will stop at the wall to unload troops (including two snipers).

Pokhari Ghara

A1 A2 Alarm

D Defender

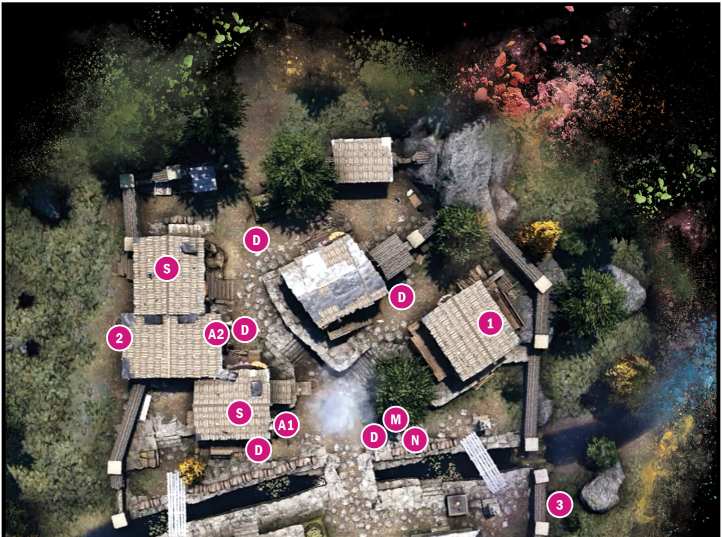
G Heavy Gunner

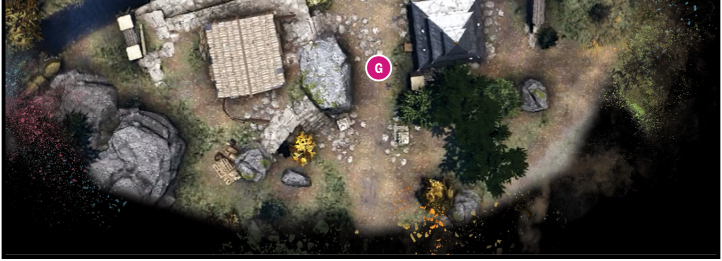
M Mortar

N Mounted Machine Gun

S Sniper

Note: Enemy locations on map are approximate. Enemies often roam or go on rounds. Always scout ahead.

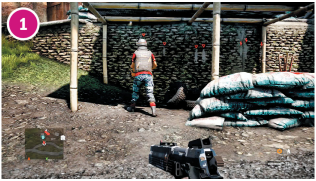




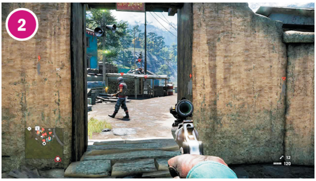
PRANIJAGAT SCHOOL

Location: **x:350 y:625**

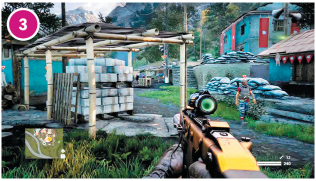
Nestled into a wooded hillside, this compact map features a dense population of pyros and defenders.



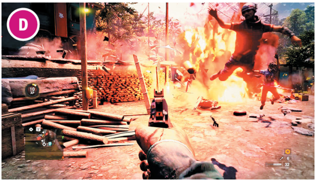
The awning beside the southeast stairs is a perfect place to put the closest guard down softly. Just be sure to move and hide the body before luring in a new victim.



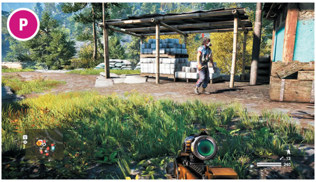
The open archway in the southwest offers a clear view of both the first alarm and the nearby explosive barrel. If you shoot quickly, they won't sense your location. Then, you can move clockwise up and around, slip in the back way (you may have to take down the defender up here), and climb the big building's back stairs. Snipe the second alarm from the top of the stairs and then step into the building's upper story, leaving a mine at the door. From here, you can snipe the whole rest of the camp (with the possible exception of the defender to the east). Even if they figure out where you are, they can't do anything about it because you've mined the only entrance.



Another option is to enter from the northeast, where the single defender on regular patrol is easily dispatched. Skirt the small house to get to alarm A2, then watch for a moment to slip south to the opium bales under the awning, where you'll have great cover and a clear snipe at alarm A1.



The barrel in the center of the map can get you out of a jam if things go pear-shaped.



The pyro in the center of the map is extremely mobile. He'll range everywhere from the south entrance to the hole in the fence at the map's northern tip.

Notes:

● When you first approach, there will be a defender standing outside the southeast entrance. After a minute or two, he'll head upstairs and take position by the sandbags.

● The first wave of reinforcements will come on foot from the north/northeast. Hope you like pyros. The second wave will come up the road from the south in two technicals and split, with one parking at the southwest entrance and one driving farther to the northeast.

It takes longer, but the absolute simplest solution to this map is to go through the gap in the north fence, climb the steps into the house, and shoot the barrel in the room below through the floor. This will alert the camp to your presence. Next, shoot through the windows until they see you, then just wait at the door for the enemies to come to you. If they lose track of you, snipe a couple to renew their interest.

Open Hearts Clinic

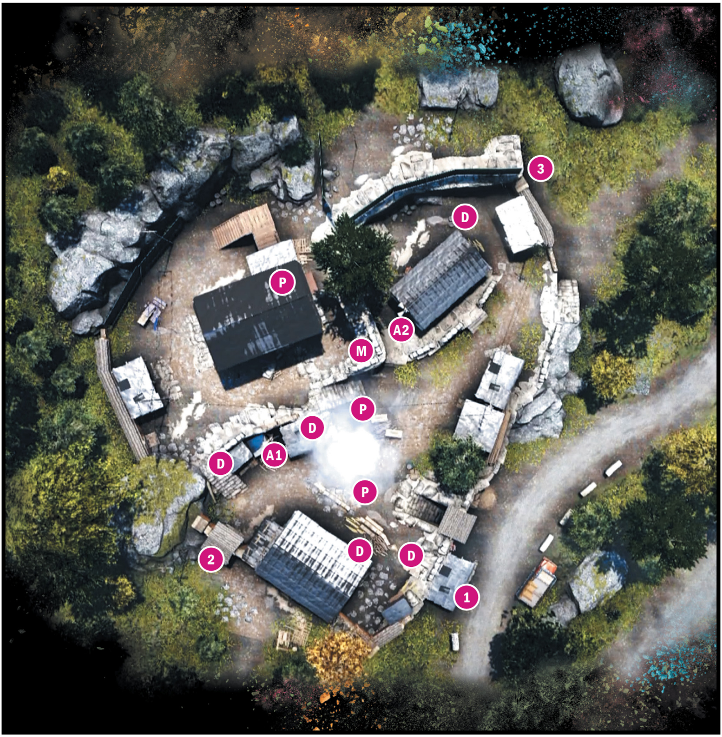
A1 **A2** Alarm

D Defender

M Mortar

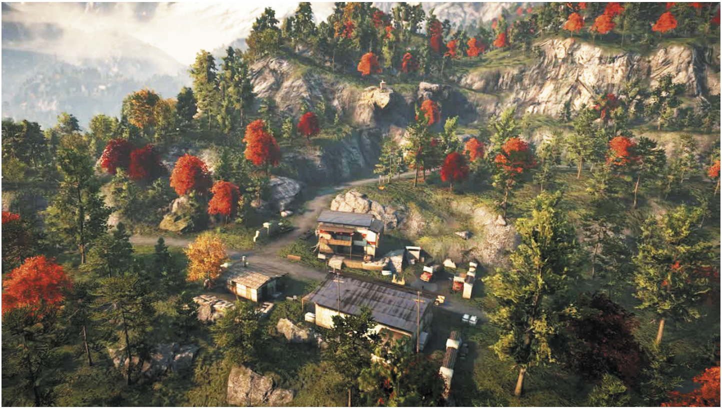
P Pyro

Note: Enemy locations on map are approximate. Enemies often roam or go on rounds. Always scout ahead.

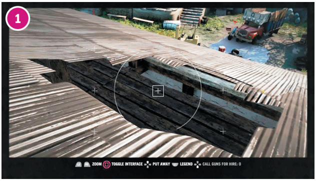


ROCHAN BRICK CO. SHIPPING

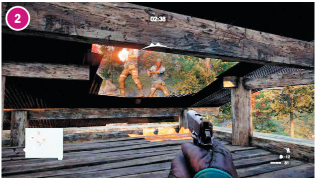
Location: **x:394 y:503**



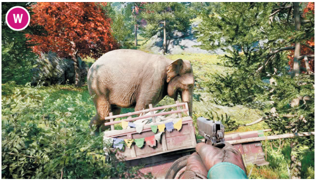
A simple warehouse along the side of the road. If not for the elephant, spilled fuel, zipline, bales of opium, men with automatic weapons, and awesome sniper perch, it would be no different than any other warehouse.



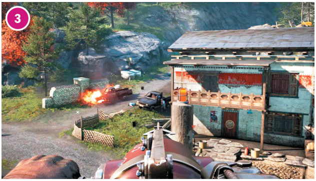
It's very easy to come up from the slopes to the west as well. You can get into the southwest building, take down the lone assaulter inside, and climb the ladder on the outside west wall to the roof. The hole in the roof drops to a false ceiling, making it great cover for sniping. In fact, you can snipe the defender on the hill from here.



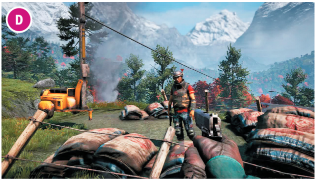
Be aware that when you drop into the hole in the roof, the assaulter inside will hear you (if he's still alive). And you're not the only one who can climb ladders.



There's an elephant hanging out on the side of the south entrance road, near a broken wagon. If you have the Elephant Rider skill, you just got a four-legged tank. Even if you don't, you can spook the elephant into storming the outpost by going farther south and massaging it with a couple harmless pistol shots. As long as the elephant can't see you, it'll run away from the shots—in this case, straight into the camp—instead of attacking you.



Two trucks of reinforcements will drive down from the eastern road. Unless you mine it, in which case their wreckage will sort of slide down a little.



The most important thing about this map is the defender on the northeast hill. He almost requires you to come down from the hills and take him down first. The good news is, after putting him down, you can take three steps to the south and snipe the alarm box. If you're lucky, the assaulter in the large building will be in view as well. Then, take the zipline to the main building's roof and snipe everyone else.

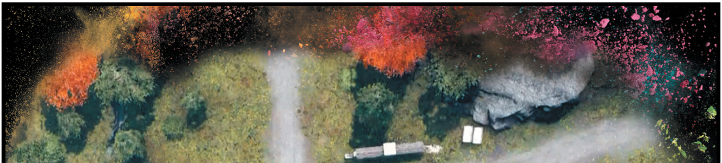
Rochan Brick Co. Shipping

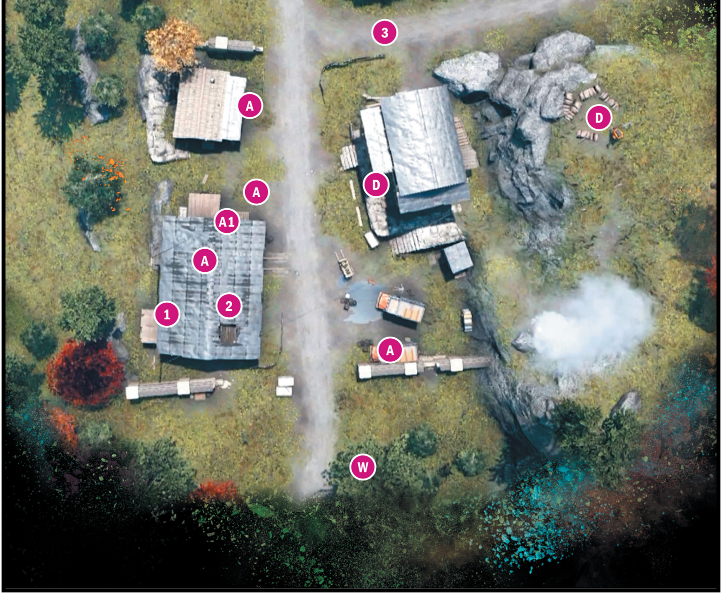
A1 Alarm

A Assaulter

D Defender

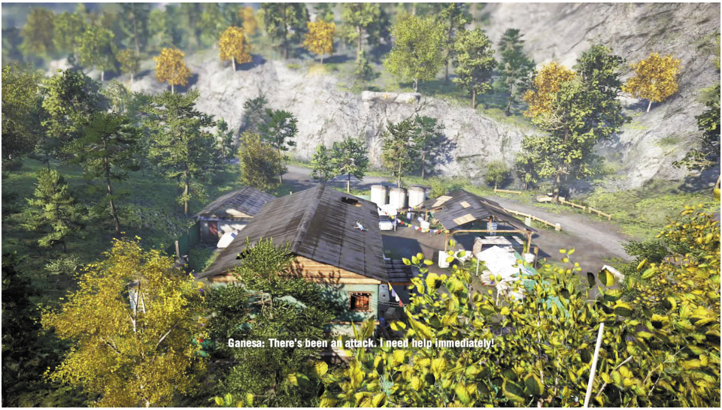
Note: Enemy locations on map are approximate. Enemies often roam or go on rounds. Always scout ahead.



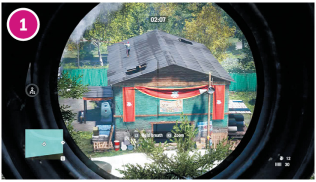


ROCHAN BRICK CO. STORAGE

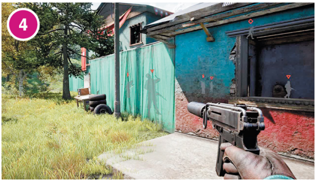
Location: **x:440 y:543**



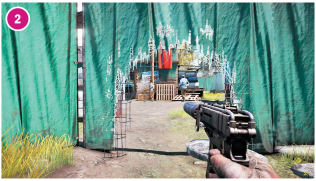
One of the early game's best takeover targets, this soft-sided outpost features light defense and several very effective entry *points.*



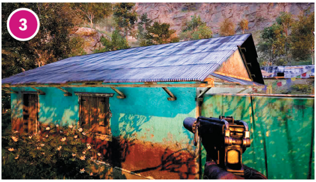
The easiest way to take this outpost is to grapple up the cliff to the east. From there, you can snipe the alarm box, the sniper on the roof, and the assaulters at the alarm as well, no sweat. In fact, it's possible to wipe the whole base clean without leaving this spot if you wait for the remaining guards to find the bodies and go on alert, which will send them scurrying around out in the open.



You can also climb onto the roof of the shack in the northeast, then drop down and climb the ladder on the north side of the large building. Take out the sniper (if you haven't already), drop some C4 near the natural gas tank to the south, maybe drop down through the hole in the roof and surprise the berserkers, and you've got a full-on party.



The alarm is constantly guarded by an assaulter and his roving partner. However, a hole in the east fence leads right to it as well. Sneak up, and you should be able to knife both guards and kill the alarm. Or just grenade it all.



You can shoot the guard in the southwest through the green fencing, but then enter the compound through the window of the attached shack and hide his body. While you're there, set a mine or C4 next to the fuel tank on the main building's south side, just in case.

Notes:

- This outpost's central building features not one, but two holes in its roof that drop down to a broad false ceiling.
- Don't miss the two berserkers inside the large building. They're easily the most formidable enemies in the outpost.
- At night, one of the guards will actually nap next to the large gas tank on the main building's south side. How can you pass that up?

● Reinforcements here drive up along the east-west road to the south. A technical will come first, followed by a truck full of troops. They will also walk right past the explosive barrel at the main gate (in case you're on the roof).

● Got bait? Throw it. There's a good chance you can get some dholes to invade the camp.

Rochan Brick Co. Storage

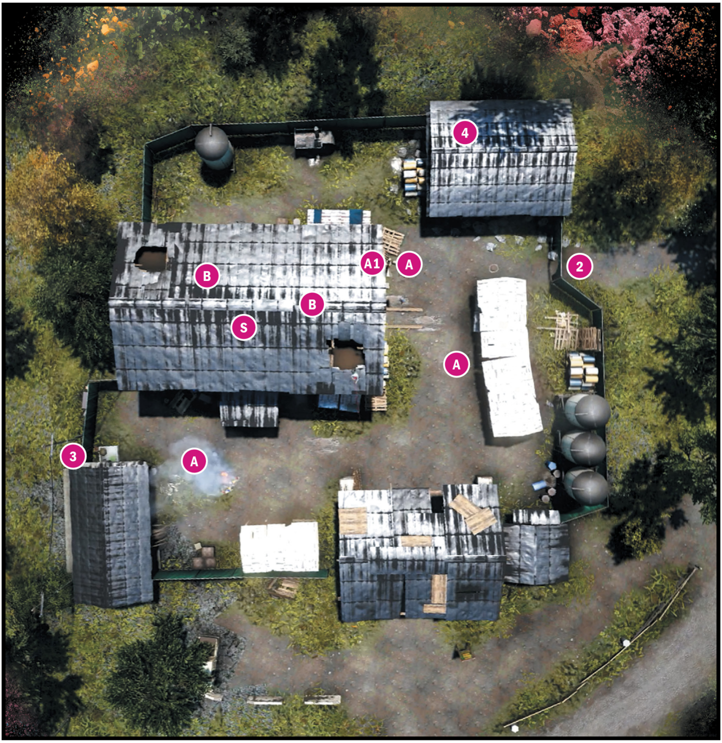
A1 Alarm

A Assaulter

B Berserker

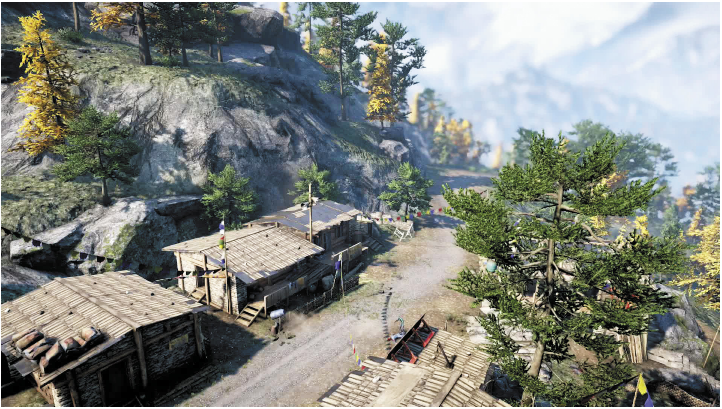
S Sniper

Note: Enemy locations on map are approximate. Enemies often roam or go on rounds. Always scout ahead.

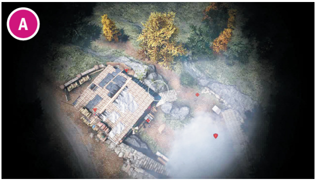


ROYAL GUARD KENNELS

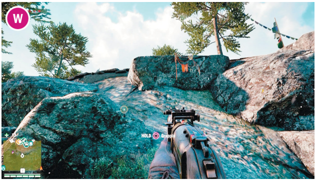
Location: **x:604 y:708**



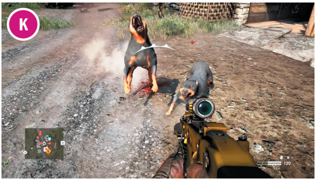
Someone clearly let the dogs out. The question is, do you have the skills to do anything about it?



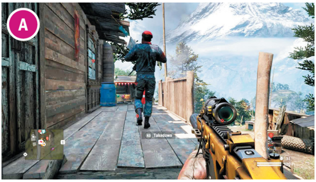
As with most maps, these guys are mobile. The western-most assaulter on the map actually walks a square around the building with the mortar on top. The heavy ranges all up and down the southwest path. And the northern assaulter paces from the middle building to the eastern gate.



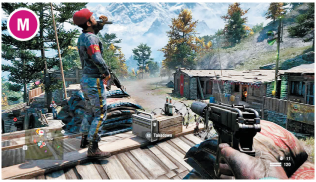
You can grapple up the cliffs to the south, but that puts you right in the thick of the puppy patrol. Better to come in from the north or the sides and thin out the assaulters before tackling the gunner and the dogs.



Though not as quick as dholes, attack dogs can still be tough to hit with normal guns. Go with something rapid-fire, so you can spray and pray, or something with a broad shot pattern, like a shotgun.



A couple bottles of hooch and a radio? Except for the whole "working for at mad tyrant" thing, the assaulter up on the roof seems like our kind of guy.



The mortar on the roof has a surprisingly tight aiming radius. You can hit just about every enemy with it.

Notes:

- The first wave of reinforcements will be a technical and a jeep pulling into town from the east.
- Stealth is difficult with dogs, but not impossible. Slip in the eastern gate and lure the northern guard behind the buildings for a takedown. Next comes the sniper. Either shoot him or go up the ladder on the east side of his building and take him down in person. Go through the house to stealth-kill the assaulter in the southeast, then step out the front, move north, and wait for the assaulter to walk by. This will leave you with just the gunner, whom you can easily kill with a takedown, and the dogs, who can be lured anywhere you like with thrown bait.

Royal Guard Kennels

A1 A2 Alarm

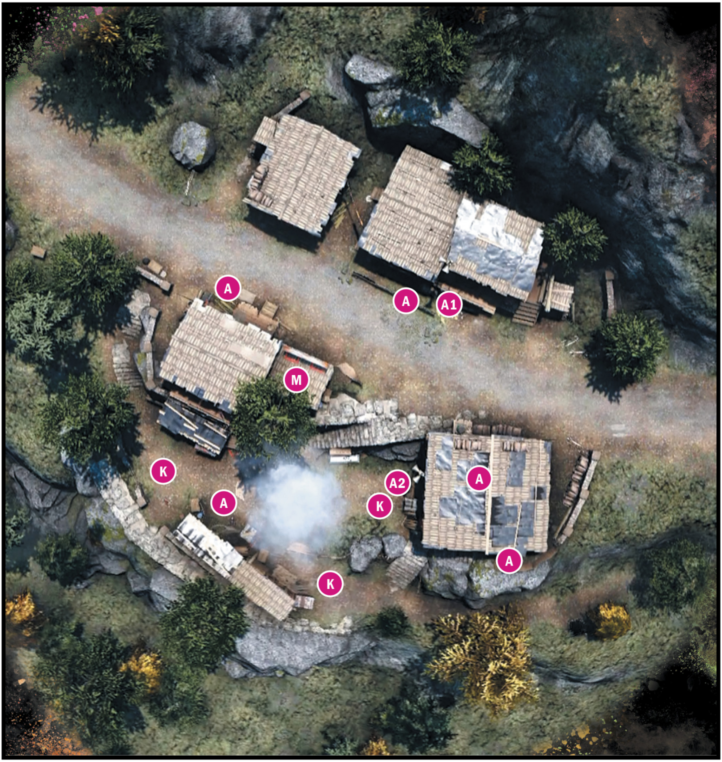
A Assaulter

K Attack Dog

M Mortar

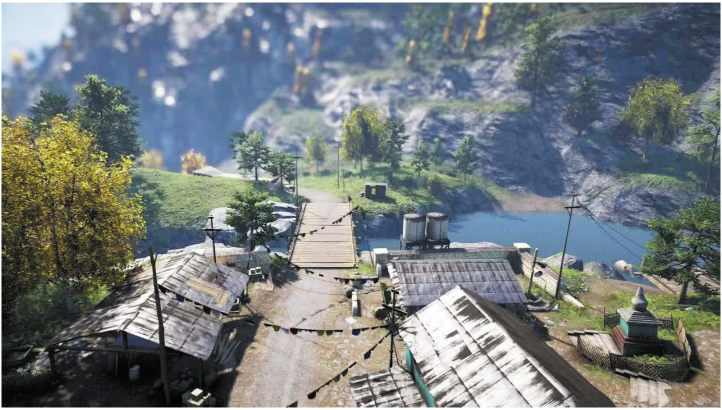
S Sniper

Note: Enemy locations on map are approximate. Enemies often roam or go on rounds. Always scout ahead.

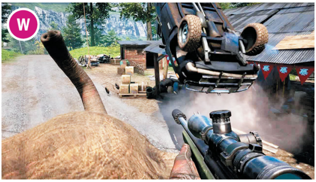


ROYAL RAKSI BREWERY

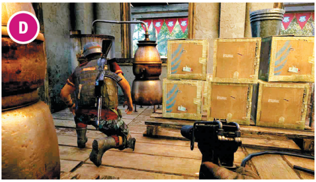
Location: **x:553 y:534**



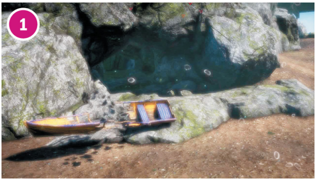
Even with hunters, the smattering of guards minding the liquor stills here are no match for you. Or an elephant. Or you on an elephant.



You'll always find an elephant either swimming in the river or strolling along the shoreline to the north. What you do with that elephant is up to you.



Having trouble locating the defender who's supposed to be near the western campfire? Check the house. He constantly bounces between the two locations, fiddling with the liquor stills.



Want a very creative way to disable the alarm? Swim for it. If you search the area near the broken dock, you'll see the entrance to an underwater cave. It leads to a well that lets out right beside the alarm.

Just past the dock, you can find a grapple point that will bring you up high on the cliffs, a perfect spot to snipe the alarm (and the two nearby hunters) just through the trees. From there, you can move down and take the defender warming himself at the still, then the one who keeps walking inside the house. Lure the guard near the bridge behind the north house and whack him, then take the guy sitting on the porch, and finally, whack the roaming guard.

The toll booth to the far north is a fair spot from which to snipe the first few enemies. And the one in the south offers a great place to hide bodies.

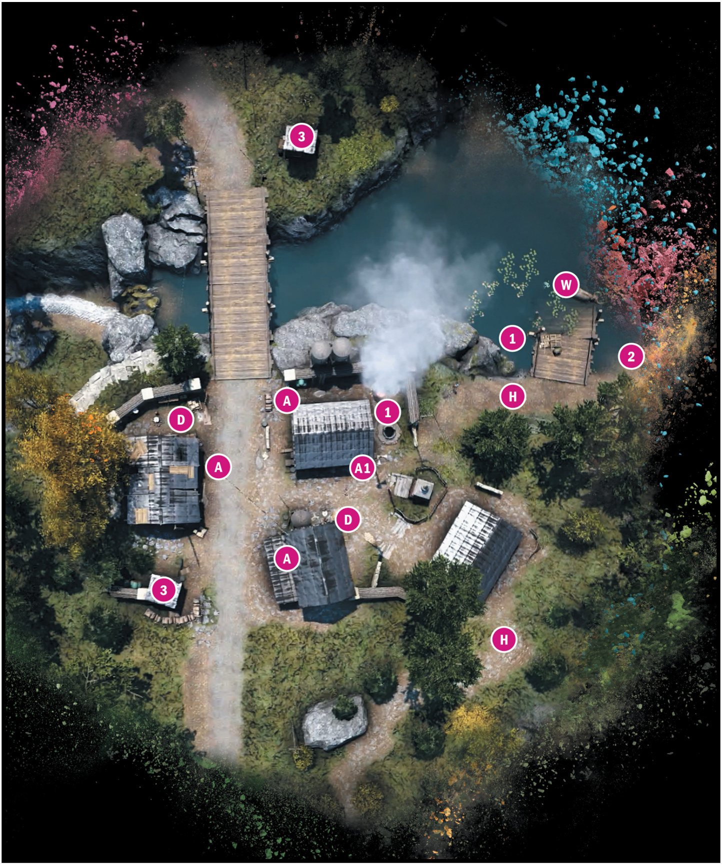
Notes:

- The assaulter in the middle of the road on this map actually walks a loop around everything west of the road.
- Reinforcements arrive in two technicals coming down from the bridge to the north.

Royal Raksi Brewery

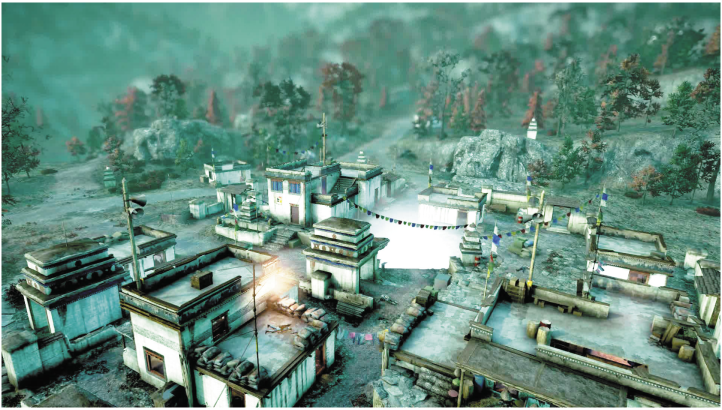
A1	Alarm
A	Assaulter
D	Defender
H	Hunter
W	Wild Elephant

Note: Enemy locations on map are approximate. Enemies often roam or go on rounds. Always scout ahead.

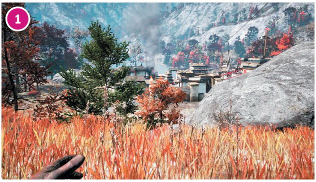


SAHI JILE CHECKPOINT

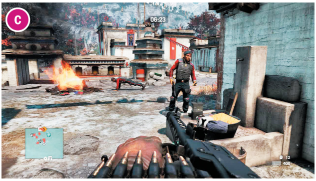
Location: **x:669 y:764**



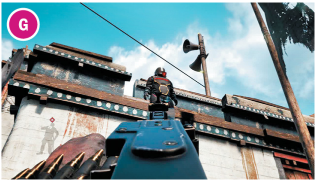
One of this heavily defended outpost's alarm poles has more ordnance crowded around it than most entire checkpoints. Make sure you're in control of it by the time reinforcements arrive.



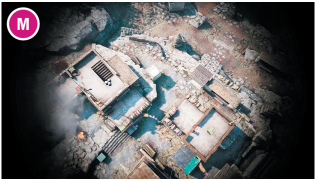
The key to a place like Sahi Jile is to soften it up first. And one way to do that is to stand behind the house-sized boulder to the west. From the boulder's south side, you can snipe alarm A1 and its guard. From the boulder's north side, you can hit the other two alarms and their rooftop guardians. And when you're done, the zipline will deliver you to the rooftops.



It's as if they know it's going to get ugly. There are red barrels tucked away in seemingly every corner.



How do you stealth-kill that? You can't even climb up to alarm A1 unless you get rid of the heavy guarding the ledge up. But if you've chosen a good hiding place, you can blow C4 somewhere across the map and pull everyone out of position.



If you can get to it, the mortar beside alarm A1 can hit a huge amount of real estate, including alarms A2 and A3.

The little ground-level rooms littered around the edges of the compound can be a huge help to a player trying to stay unnoticed.

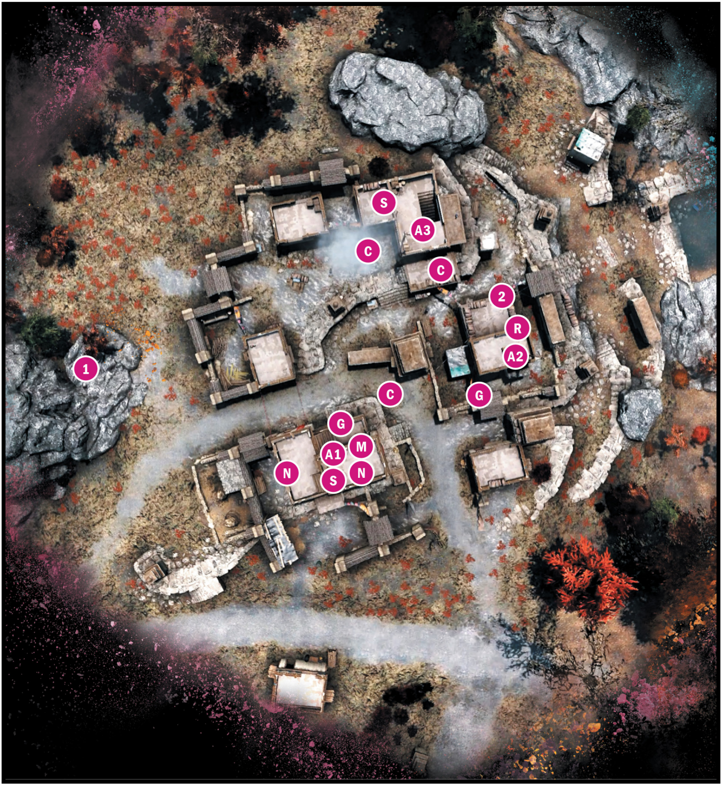
Notes:

● Reinforcements at this outpost come in three waves. Wave 1 arrives on foot from the south and consists mostly of rocketeers and heavy gunners. For wave 2, one technical will drive in from the west to the west gate, and two more will loop around to the south entrance road. The mounted guns near alarm A1 can really help out here. For wave 3, two armed RHIBs will float up from the river to the east, accompanied by a helicopter. Switch to the mortar to make those kills easier.

Sahi Jile Checkpoint

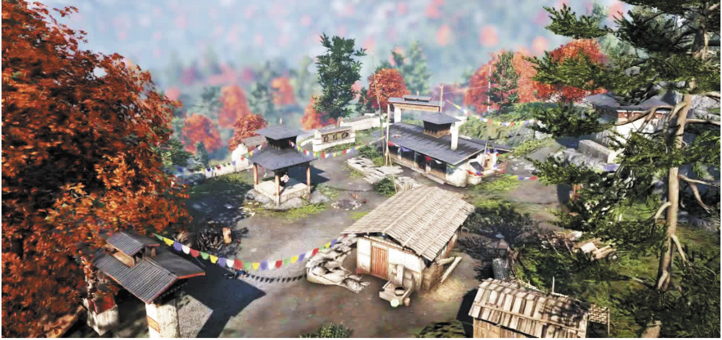
A1 – A3	Alarm
C	Charger
G	Heavy Gunner
M	Mortar
N	Mounted Machine Gun
R	Rocketeer
S	Sniper

Note: Enemy locations on map are approximate. Enemies often roam or go on rounds. Always scout ahead.



SEVEN TREASURES ASHRAM

Location: **x:432 y:394**



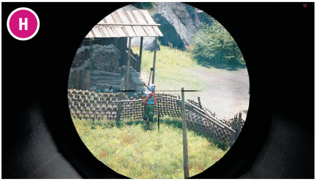
Seven human enemies lie in wait on this simple outpost, with a caged tiger rounding it out to an even eight.

Of course you want to free the tiger. Just be sure to wait until the hunter is dead before you do it, because a charmed tiger will come after you even in places you think are safe.

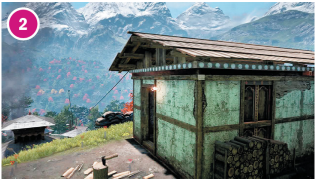
A
03:09
Takedown
12
40

The assaulter shown on the lowest part of this map actually walks a square around the whole periphery of the level.

The hunter will occasion-ally walk behind the fence on the east side, giving you a great chance to snipe him in a place where his corpse is less likely to be noticed. The assaulter on rounds may still catch a glimpse of it though, so make him your next target.



If you stand in the open doorway to the east, you can snipe the alarm and the rooftop sniper first thing. But if you do, be aware that people can see the sniper's body on the slanted roof.



The hut along the southwest ridge is the perfect place to start your stealth takeover. Snipe the sniper on the roof, (or zipline to the roof and use a takedown), use the rooftop vantage point to snipe the hunter and the roaming assaulter, then climb back up the ladder and snipe the frame of the tiger's cage door. After that? Just sit back and watch kitty work.

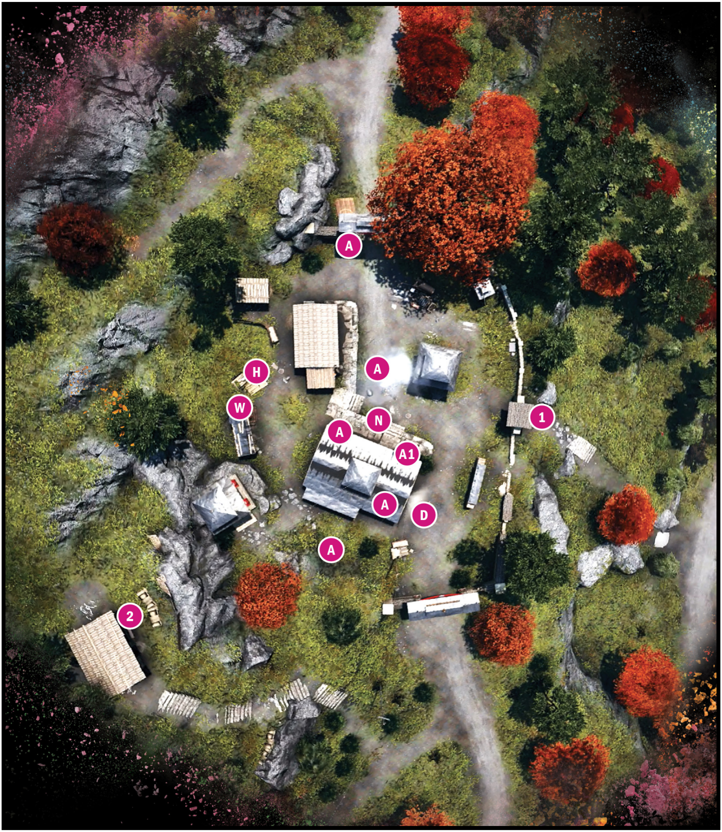
Notes:

● The sole wave of reinforcements arrives on foot from the north, and includes another hunter (so watch it with the tiger). You'll notice the mounted gun on the main building's north side points right toward them.

Seven Treasures Ashram

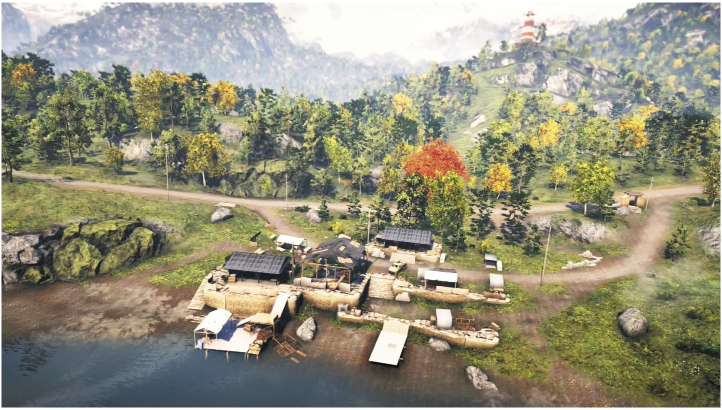
A1	Alarm
A	Assaulter
D	Defender
H	Hunter
N	Mounted Machine Gun
W	Tiger in a Cage

Note: Enemy locations on map are approximate. Enemies often roam or go on rounds. Always scout ahead.

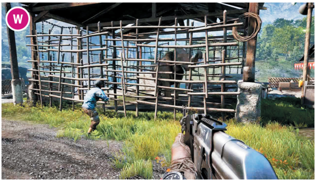


SHANATH BREEDERS

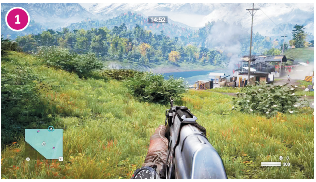
Location: **x:380 y:574**



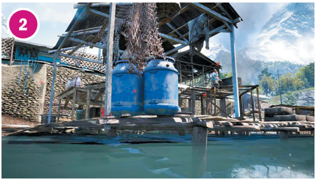
A riverside collection of rickety pens and cages, things here can get dicey in a hurry if that run-down elephant pen happens to give out once and for all.



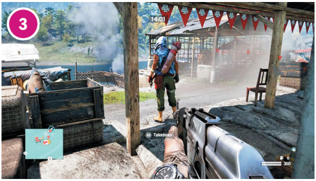
There's an elephant caged in the pavilion in the center of the compound. That should probably figure into the ol' takeover plan at some point, hmmm?



The flat plain on the northeast side offers a surprisingly effective entry point. It's covered in bushes, and you can safely snipe the butcher and the lone dock guard and slip into the camp with very little chance of detection. Just don't get caught by the guard on rounds.



You can come in along the water as well, though there's usually at least one guard. Coming straight across the river instead of up the shore usually offers less chance of him seeing you. Once you climb the stairs, the alarm and the back entrance to the elephant's cage are both right there.



Another effective route is to come into the camp through the small archway on the west side. Stealth-kill the hunter on the porch, then skirt around the compound's edge, taking out the butcher, the roving guard, and the dock guard before disabling the alarm or climbing in the back side of the elephant cage.

Notes:

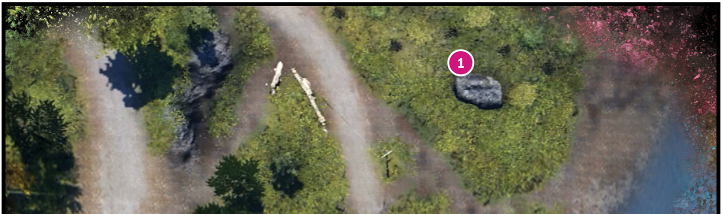
● The hills to the west and southwest offer some nice sniping angles, but you'll need to squint through layers of foliage to get the most out of them. The alarm can't be sniped from the south because of obstruction, but it can be sniped from the west (again, through leaves) or shot from close range to the east.

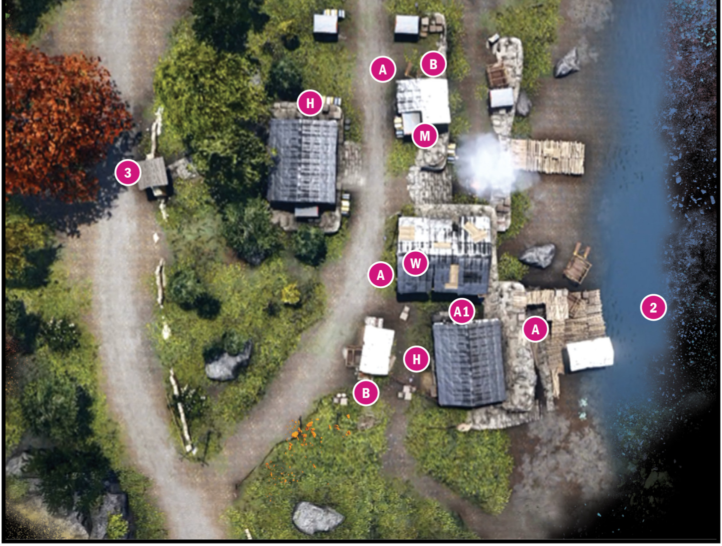
● Reinforcements can seem to come from everywhere here. In reality, the two trucks drive in from the west, but split their routes so one swoops down from the north and the other comes from the south. The best plan is just to head to the road and watch for vehicles to appear on your mini-map (or kill the alarm so they never come).

Shanath Breeders

A1	Alarm
A	Assaulter
E	Beheader
H	Hunter
M	Mortar
W	Elephant in a Cage

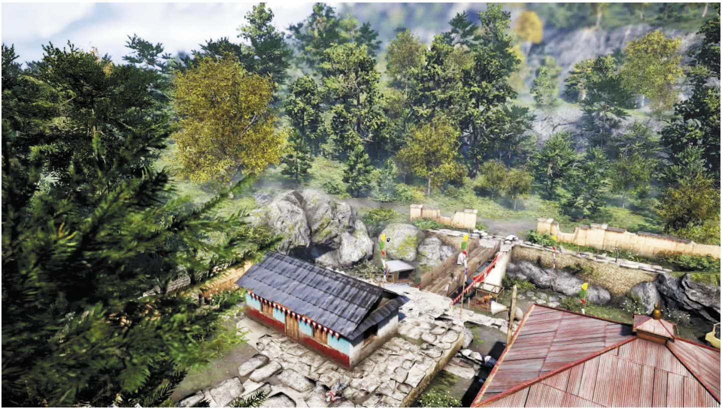
Note: Enemy locations on map are approximate. Enemies often roam or go on rounds. Always scout ahead.



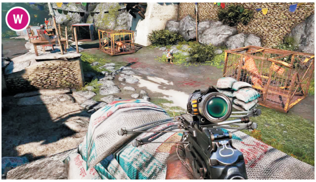


SHANATH TRAINING GROUND

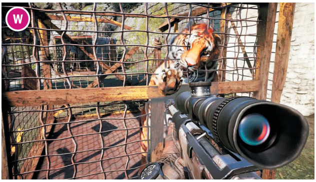
Location: **x:255 y:543**



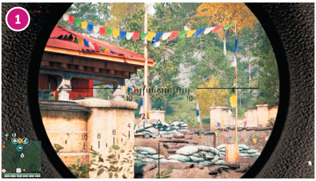
Like a modern-day gladiator pit, this outpost features a sunken area filled with caged tigers. Caged for now, at least.



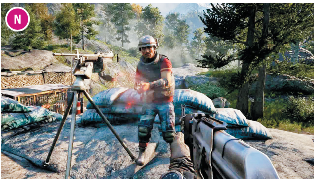
The pit area contains two caged tigers. A player slipping into the compound could quickly drop into the pit and set them free. (Or you could shoot the frames of the tigers' cage doors, which is actually smarter, because when they attack the closest living thing, it won't be you).



That said (you probably know this one by heart by now, but here it comes again) do NOT release the tigers until the hunters are dead. If you do, the very next thing you'll hear is a trilling whistle. And the very next thing you'll see is a charmed tiger leaping at your throat.



Looking for a strong insertion point? Stand outside the northwest corner. You can snipe the roaming hunter, then A1, then walk south along the wall and snipe A2 and even the tiger cages, all before you've even entered the outpost.



There's a single explosive barrel near the pavilion's west stairs, good for taking out the heavy. So is the mounted gun on the pavilion's southwest corner. It swivels a full 360 degrees, so you can aim anywhere in the compound.

Notes:

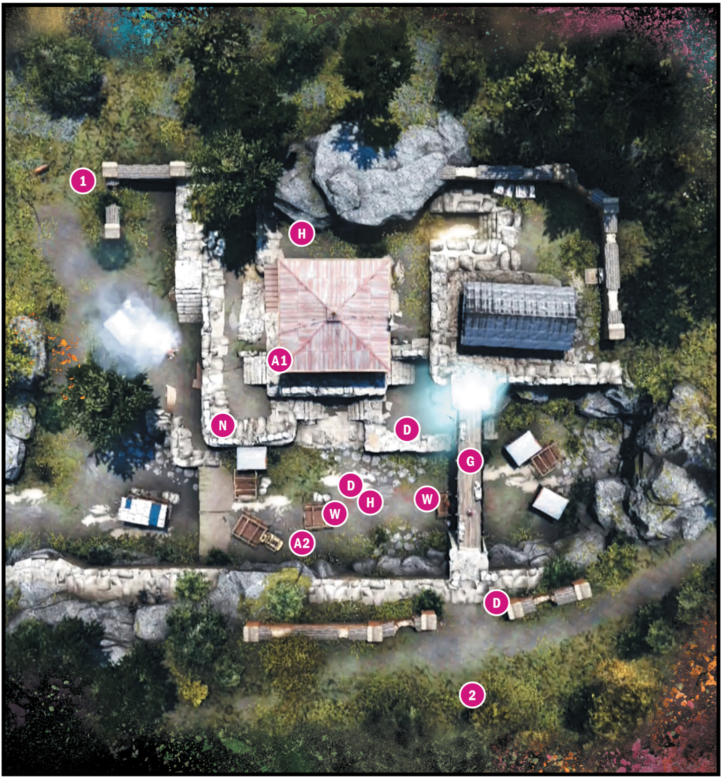
● The first round of reinforcements arrives on foot from the west, and includes at least one replacement hunter. The second round comes on foot from the east.

② The high road to the south offers a fair chance to scout the area and snipe the alarms first, then every enemy in the base. If you let yourself be seen, the heavy will then lumber toward you, leaving the base unattended, and stand at the foot of the cliff, unable to target you but vulnerable to headshots, grenades, rocket launchers, and so on.

Shanath Training Ground

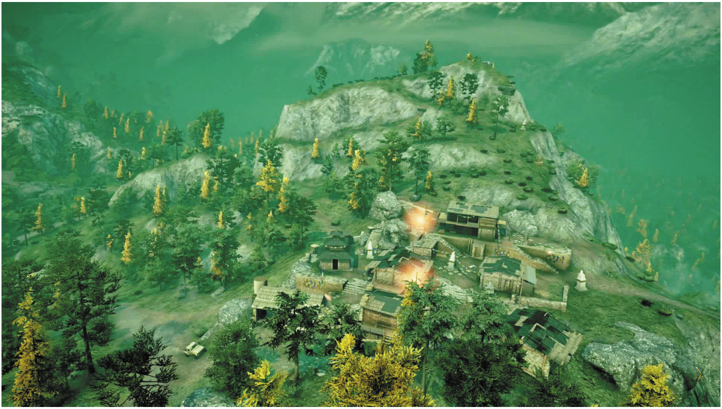
A1 A2	Alarm
D	Defender
G	Heavy Gunner
H	Hunter
N	Mounted Machine Gun
W	Tiger in a Cage

Note: Enemy locations on map are approximate. Enemies often roam or go on rounds. Always scout ahead.

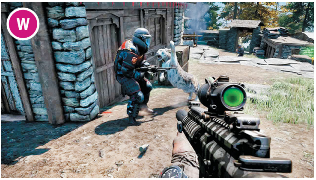


SHIKHARPUR

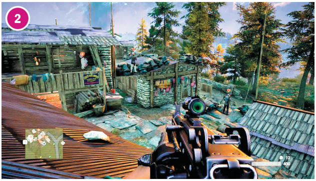
Location: **x:675 y:699**



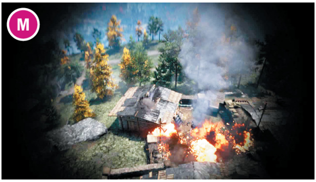
A compact tumble of buildings connected by what passes for narrow, twisting alleyways in Kyrat, Shikharpur is a close-quarters bloodbath waiting to happen.



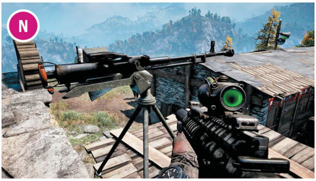
There's a caged leopard right next to a mortar in the south-western corner of the map. Not certain how these two things fit together, but if they do, try to be somewhere else when it happens. On the bright side, if you stand on the balcony above and shoot the leopard's cage door frame, there's a good chance it'll take down both the defender on the grenade turret and the sniper on the balcony.



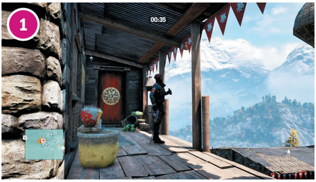
Another option for entering the compound is the crumbling bit of wall in the east. As long as you evade the sniper's gaze, this gap will bring you up at a pagoda-like building whose roof you can then climb. Once there, you can begin to dismantle the camp's northern defenders without interference from the grenade launcher or the heavy gunner below.



The mortar on this level is brutally devastating. Three to five quick shots will destroy all three alarms and wipe out every enemy on the ground.



The mounted gun in the south isn't as helpful as it would be in a level with wide open vistas. But the one in the north? Sure punches nice holes in the second wave of reinforcements.



Descending from the south works like a charm. Either snipe or sneak up on the sniper first, then drop down and take out the grenade cannoneer. Then you're just a few steps from the mortar. And that's all she wrote.

Notes:

● The first wave of reinforcements arrives on foot from the southeast, and includes chargers and defenders. The second wave is two technicals and a truck, which will pull in on the road that runs east to west at the north end of the outpost. The third wave is a single helicopter.

Shikharpur

A1 – A3 Alarm

D Defender

G Heavy Gunner

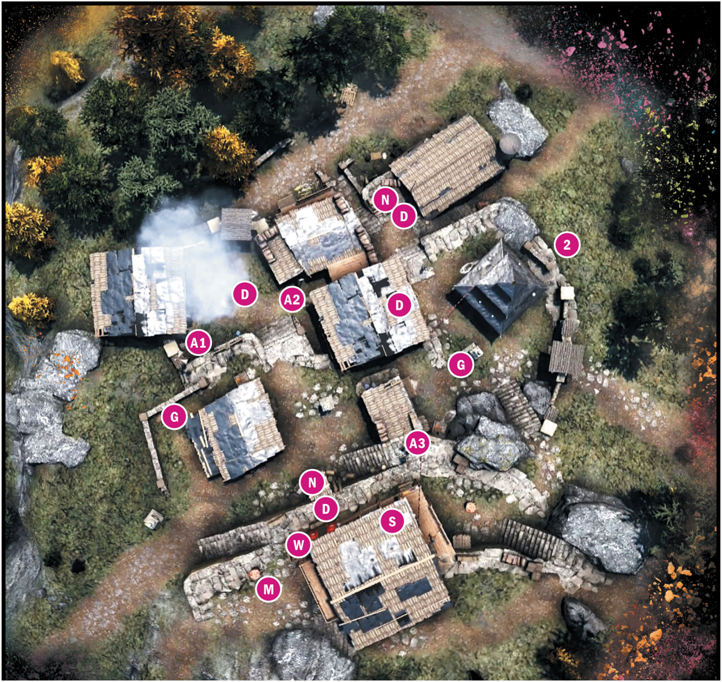
M Mortar

N Mounted Gun

S Sniper

W Snow Leopard in a Cage

Note: Enemy locations on map are approximate. Enemies often roam or go on rounds. Always scout ahead.



Enemy Bases

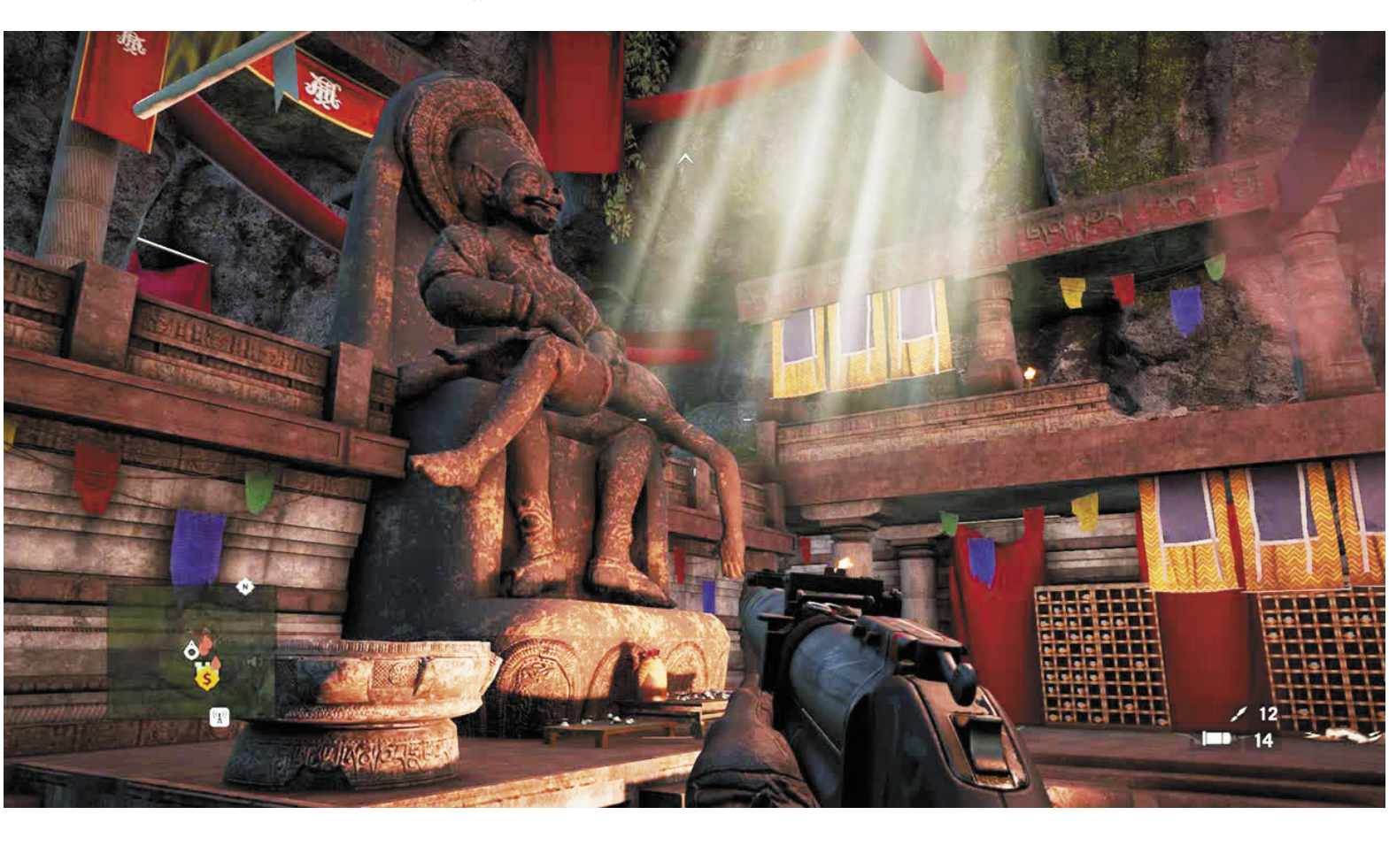
Fortresses

Bigger and tougher than outposts are Kyrat's four fortresses. Huge, imposing strongholds with high walls and multiple alarms, each fortress is ruled by one of the four bigwigs in Min's operation: De Pleur, Noore, Yuma, and Pagan Min himself. In fact, the strength of each fortress is directly connected to its ruler. If the overseer is still alive, the fortress will be at full strength. But once the corresponding boss is deposed, the fortress will weaken as well. For instance, Varshakot has three alarms (and therefore three available waves of reinforcements) while De Pleur is in power. Once you've removed him, the number of alarms falls to one. A weakened fortress also has a reduced number of enemies, the main door is destroyed, and the mine field around the fortress is gone.

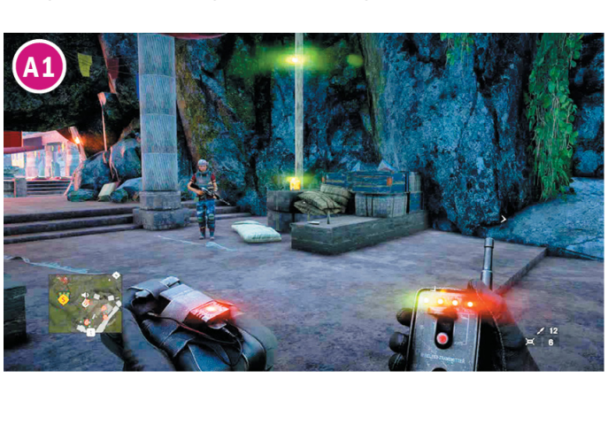
No matter when you choose to tackle each fortress, the maps and tips on these pages should help get you through (especially if you take out the alarms first). But know that the reinforcements listed here are the post-boss numbers, so you may see another wave or two if you've decided to tackle a fortress before taking care of its boss.

BAGHADUR

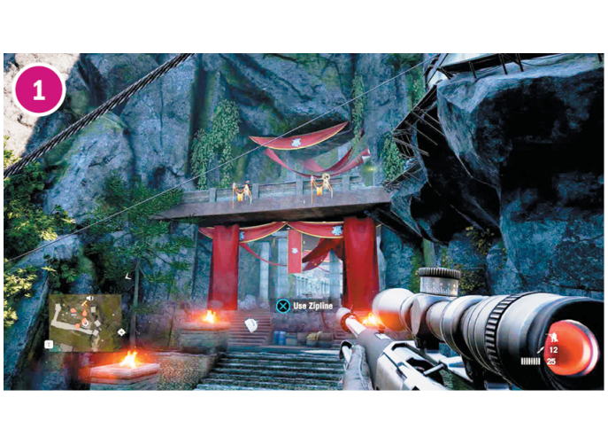
Location: **x:196 y:600** Overseer: **Noore Najjar**



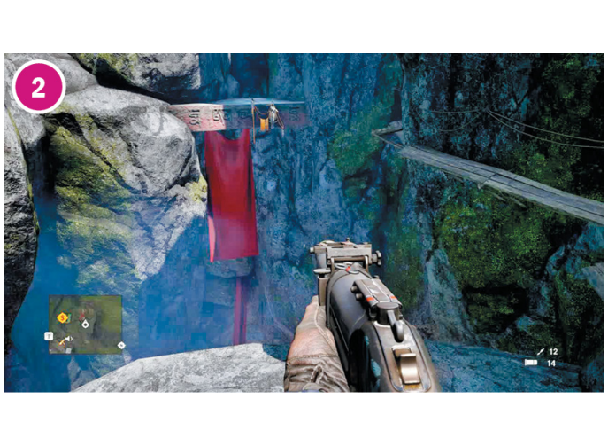
A high-walled stronghold cut straight into a mountain, Baghadur seems as timeless and impenatrable as the cliffs around it.



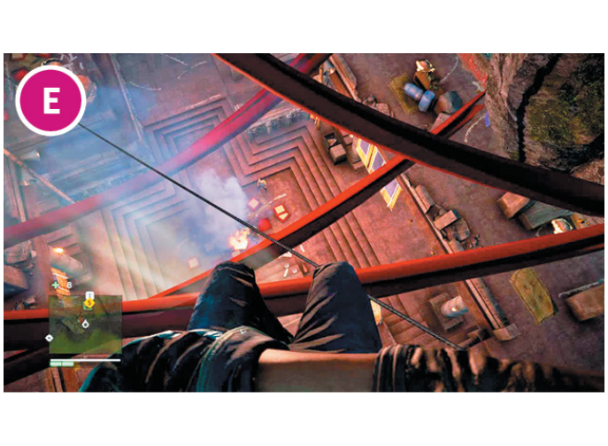
If you assault this fortress after the mission "Shoot the Messenger", alarm A1 will be inoperable. But if you come to Baghadur early, be aware that the alarm is located on the high balcony, with the mortar, not on the ground level with the machine gun. You can grapple up to it or take the path described next.



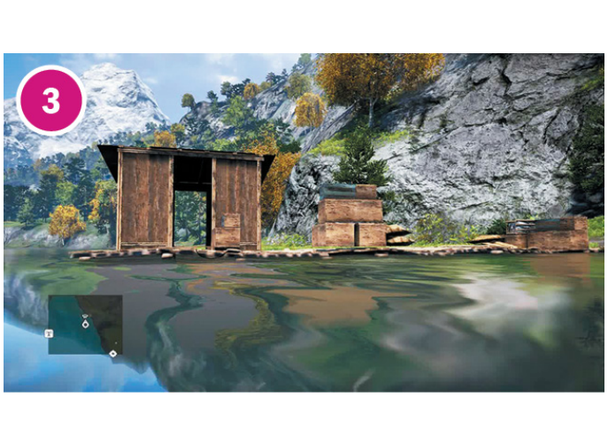
If you come up via the grapple point on the north edge of the main wall, you can walk onto the red, pyramidal roof or follow the trail up and around to the balcony with the mortar, the lone defender, and alarm A1.



Don't feel like dealing with the entrance courtyard? Then skip it. Go farther north (right) along the wall and look for a grapple in the cliffs. Take it, climb the ledge at the top, then go northeast to a second, higher grapple. (It might be tough to trigger, but you can do it.) Then, follow the path forward until you reach a third grapple, a sort of maroon shelf at the edge of a large hole. This one lowers you right into the central chamber, where alarms A2 and A3 wait, along with two beheaders and a heavy gunner. So be sure to dump all your explosives into the hole before descending.



Falling into that hole isn't bad, either. You can walk on the ribbons, and two ziplines cross the area, either of which will deposit you safely onto the chamber's raised upper level, very near alarm A1.



Afraid of heights? No problem. Swim south until you reach the shack on the shore. Go ashore and follow the trail here to a cave entrance that will lead you directly to the central chamber. You can snipe alarms A2 and A3 from the spot where you enter, and the steps to alarm A3's level will be to your immediate left.

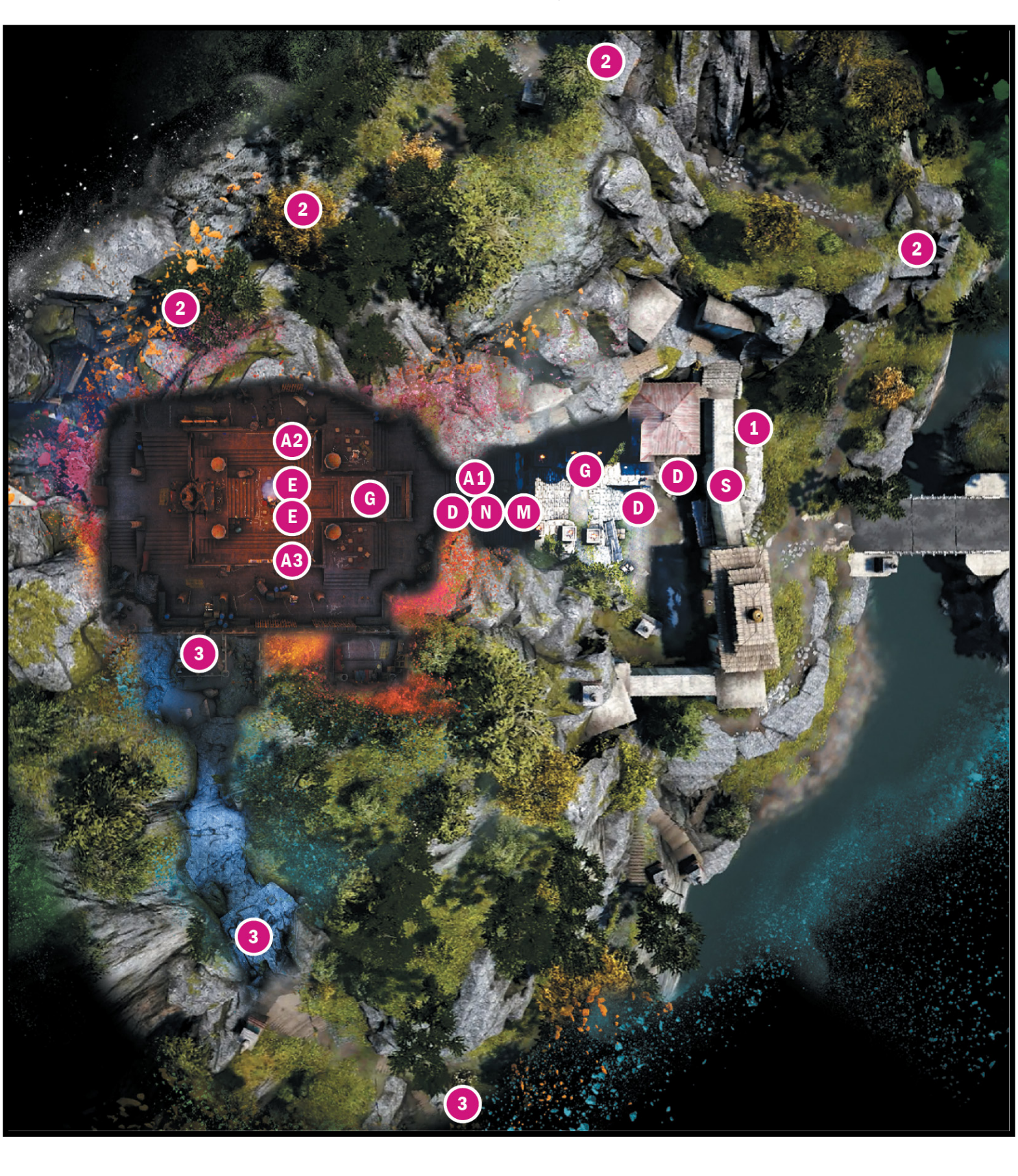
Notes:

- If you're on the ground floor, it can be tough to find your way up to the floor where alarm A1 lives. Try the stairs behind the giant statue.
- There's an ammo chest in the southeast corner of the main room's upper level.
- If you enter the fortress through one of the side methods (and you should—there's no reason to use the front door unless you *want* to make things tougher), you'll have your choice of mortar or mounted gun to deal with the troops in the front courtyard.
- Reinforcements will arrive in the form of helicopters that drop an assortment of defenders and beheaders, then stick around to shoot at you.

Baghadur

A1 – A3 Alarm
D Defender
E Beheader
G Heavy Gunner
M Mortar
N Machine Gun Nest
S Sniper

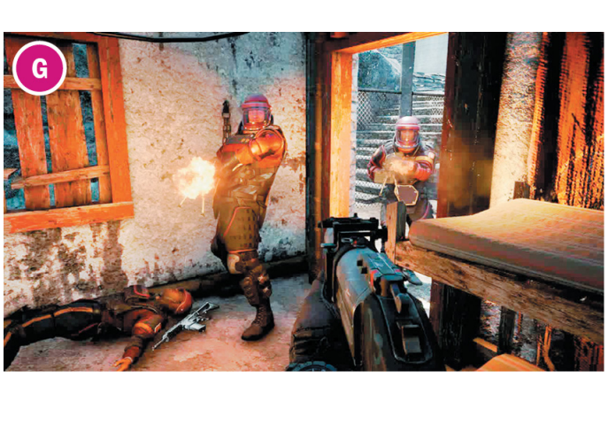
Note: Enemy locations on map are approximate. Enemies often roam or go on rounds. Always scout ahead.



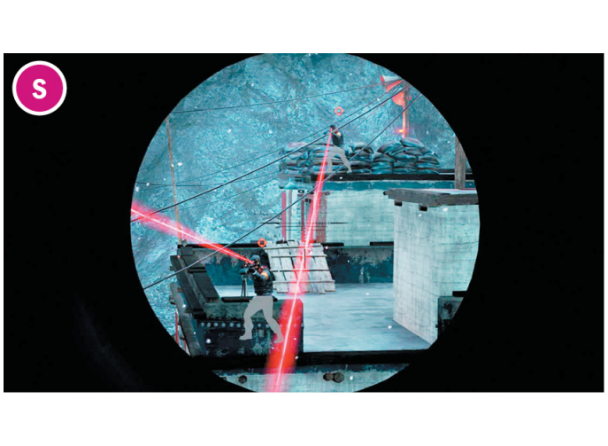
RAJGAD GULAG

Location: **x:811 y:795** Overseer: **Pagan Min**

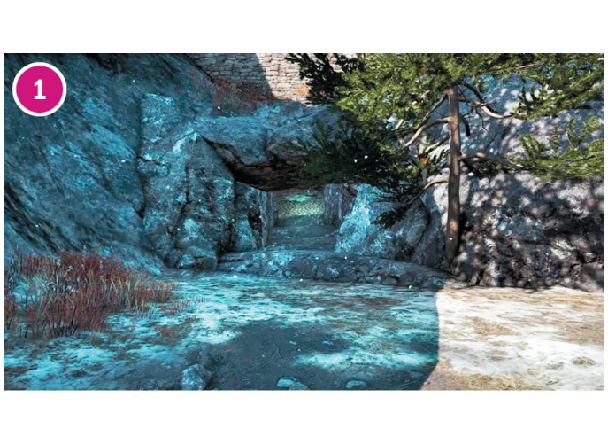
Surprisingly, Pagan Min's fortress lacks Min-like touches such as pink velvet curtains or a lavish dining room with golden plates and flatware carved from the bones of exotic animals. Instead, it's a multi-level killbox of razor wire and twisting pathways.



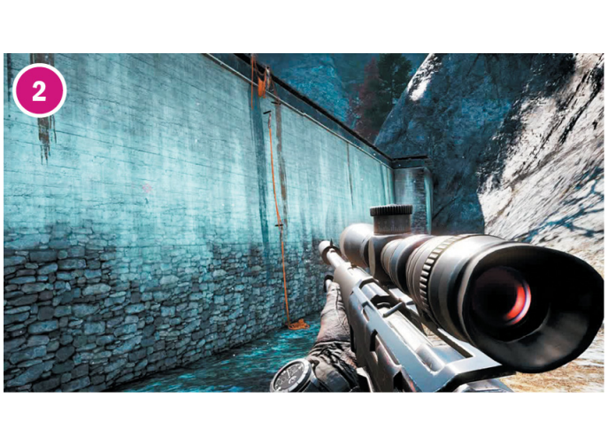
Careful. With these narrow paths and easy-to-get-stuck-on chain link and wire everywhere, heavy gunners can turn you into a soup strainer in a heartbeat. And as always, everyone is mobile. One heavy gunner walks a rectangle around the structure with the defender and mounted gun on top. Another heavy gunner walks jagged laps around the central structure, ranging from ground level to the roof. The defender guarding alarm A3 spends some of his time on the roof and some of his time in the house and porch below. Get the point?



Avoid a messy situation by popping the snipers from the hills outside before you even enter the compound. No other troops visit the snipers' rooftops, so their bodies will remain undiscovered.



Feel like avoiding the front courtyard entirely? From the main gate, turn left and take the dirt path to the northwest, which leads to a cave that brings you up, through the gulag's cells, and lets out just a few feet from the alarms.



Most fortresses have grapples somewhere on the wall that you can use to gain the high ground. Rajgad's is on the east, but the ground around the walls is packed with hidden mines. Minimize your exposure by coming in straight from the hills to the east instead of running along the wall from the south.

Rajgad has a whopping four alarms if you tackle it before finishing the campaign. Also, in a change of pace, each round of reinforcements will blast through the main gate on foot instead of coming from the air.

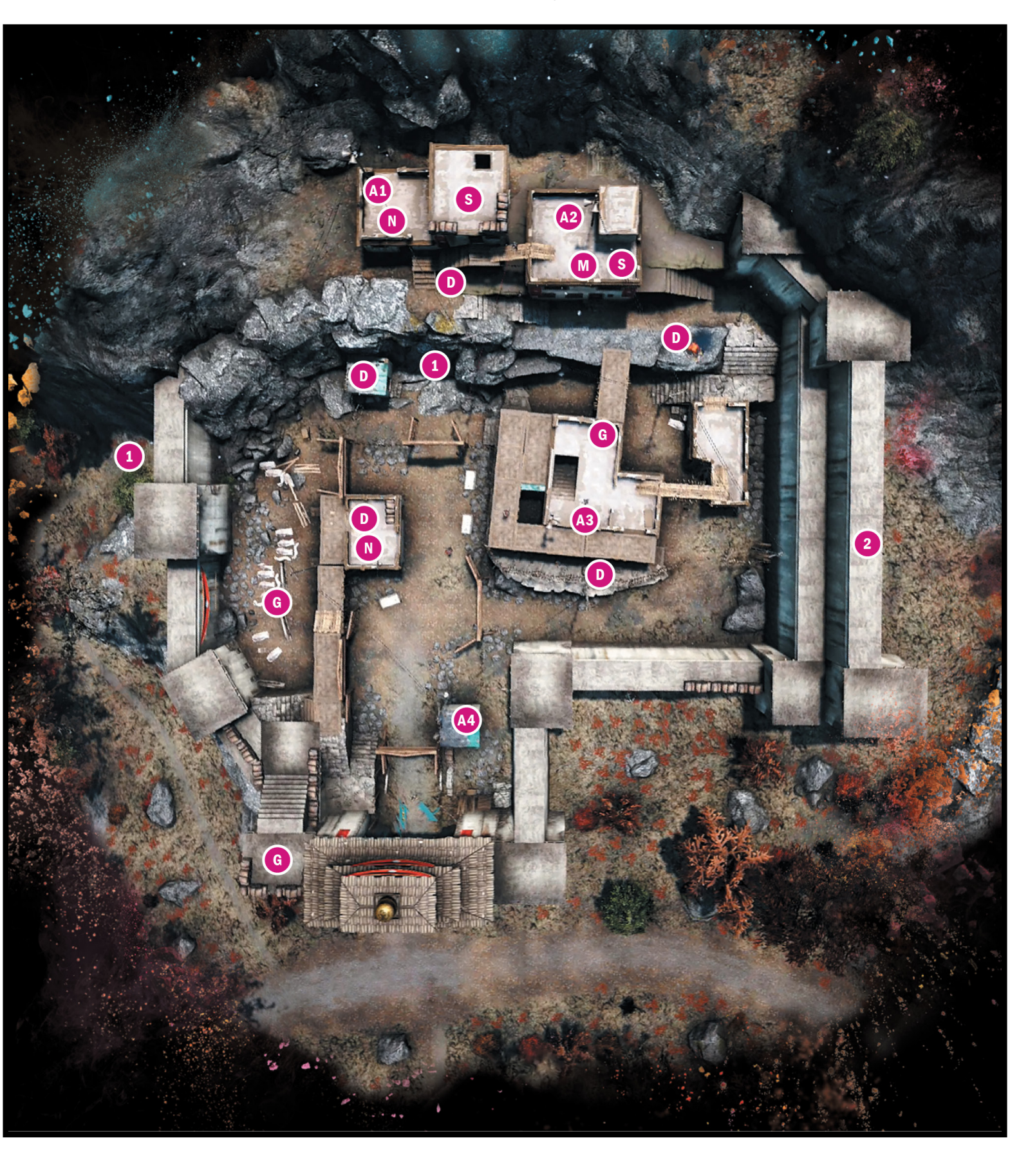
Notes:

- Sure, you could walk *around* all the little huts and rooms in the courtyard. But sometimes, walking *through* them offers better protection from searching enemy eyes.
- The houses underneath alarms A1 and A2 each contain an ammo crate and a ladder to their respective rooftops.
- You can run south along the west wall all the way from the alarm houses to the heavy gunner on lookout.

Rajgad Gulag

A1 – A4 Alarm
D Defender
G Heavy Gunner
M Mortar
N Machine Gun Nest
S Sniper

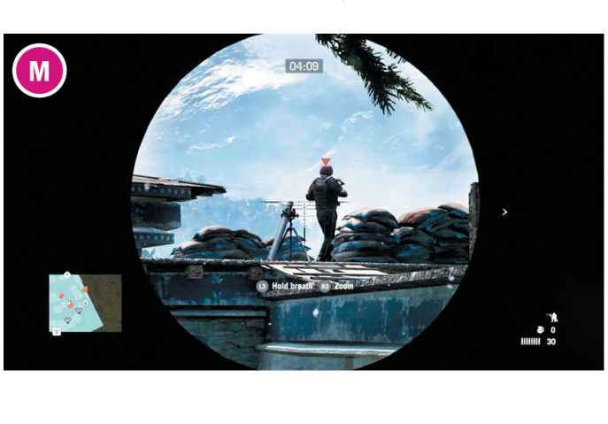
Note: Enemy locations on map are approximate. Enemies often roam or go on rounds. Always scout ahead.



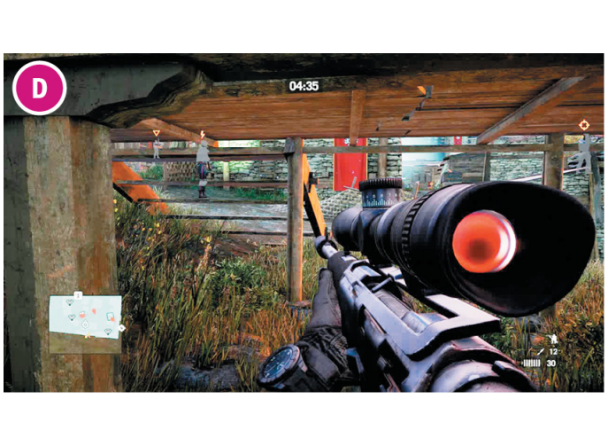
RATU GADHI

Location: **x:562 y:604** Overseer: **Yuma Lau**

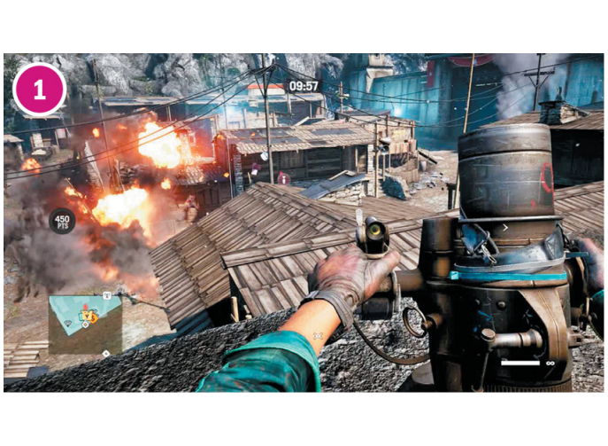
A whorl of huts corralled by a high wall, Yuma's fortress is well-suited for rooftop traversal. And death from above.



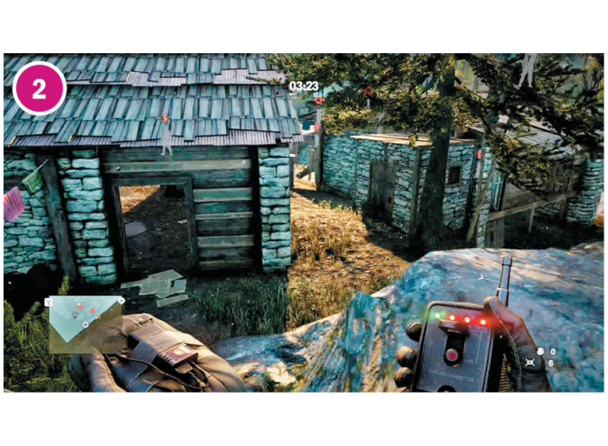
Nearly every strategy will begin with taking out the defender near the mortar in the east. There's a greater chance of his body lying undiscovered if you kill him while he stands at the mortar platform, which is lower than (and therefore blocked by) the house's roof. Either wait for him to step down onto it or lure him there.



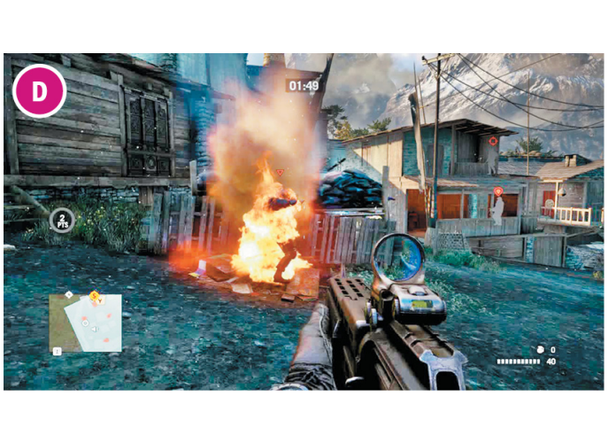
The building the mortar defender stands on has a crawlspace underneath. Great hiding spot.



A grapple in the north brings you up about fifteen feet from the mortar, which you can then use to wipe out most of the camp. Though be aware, fire from the sky does have a way of alerting the enemy to your position.



A different grapple point in the southeast enables you to slip quietly into a barn-like building. After killing the mortar guard, step inside the barn and lure the nearby charger and guard dog in for a takedown. Then, snipe anyone on a rooftop and the southern defender (and alarm A1 if you want to be extra careful). This should leave you with about half as many enemies, mostly in the north, and a wide range of options as to how to finish them off. Eventually, they'll notice the dead bodies lying around, but chances are they won't live long enough to do anything about it.



The defender in the northwest sometimes accidentally sets himself on fire.

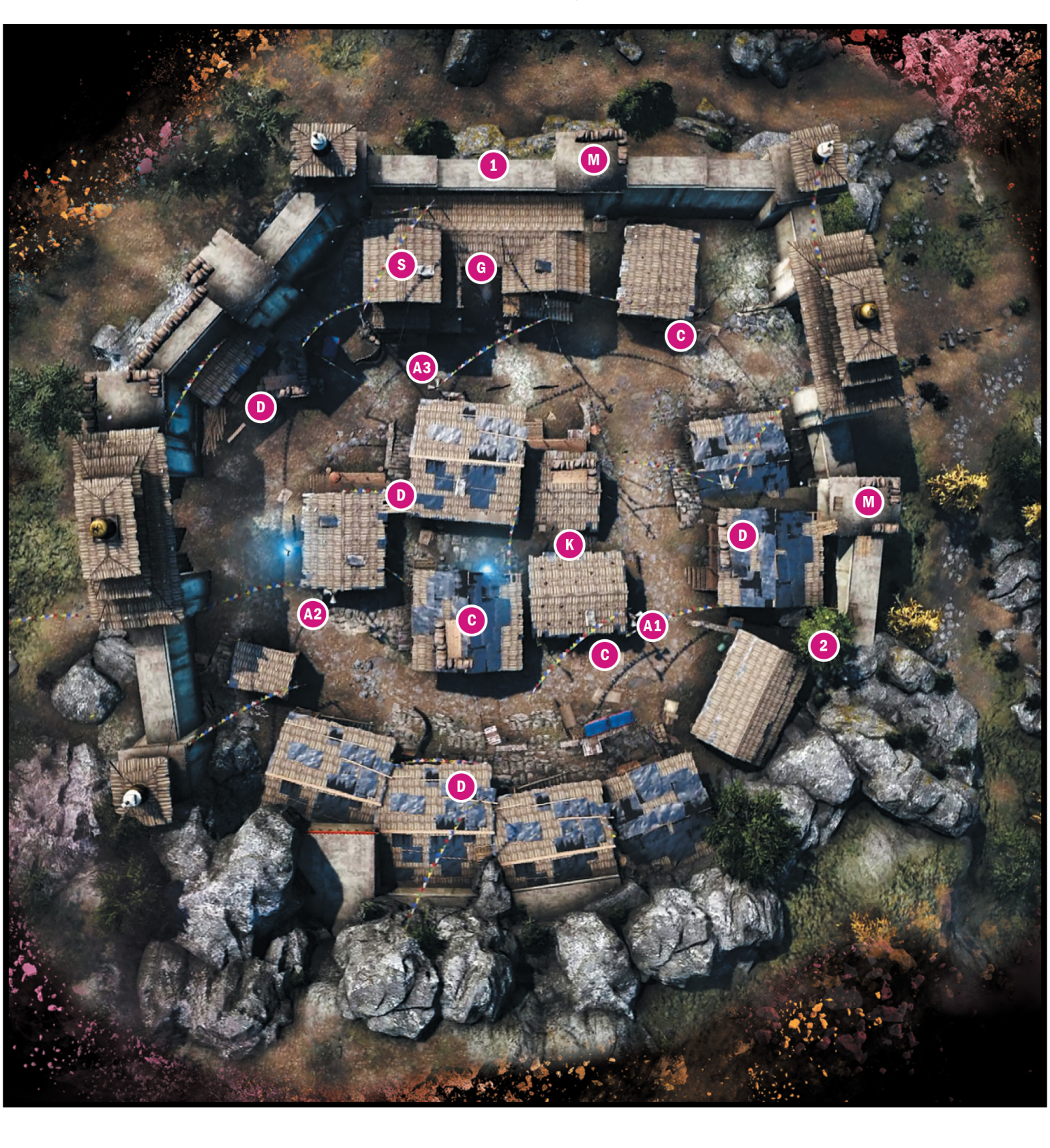
Notes:

- Ratu Ghadi is round, which means you'd have to try really hard to get cornered. However, it also means there's no one single entry point that puts you closer to the various alarms.
- There's an ammo crate in the building in the northwest corner (where the sniper often stands).
- Many buildings here are close together, making it possible to move from rooftop to rooftop. And the roofs are peaked, not flat. Plus, you'll find frequent ladders leading up. As a result, the rooftops themselves provide surprisingly good cover.
- Reinforcements consist of first one, then two helicopters, which will attempt to drop new troops before pelting you with large-caliber machine gun shells.

Ratu Ghadi

A1 – A3 Alarm
C Charger
D Defender
K Attack Dog
G Heavy Gunner
M Mortar
S Sniper

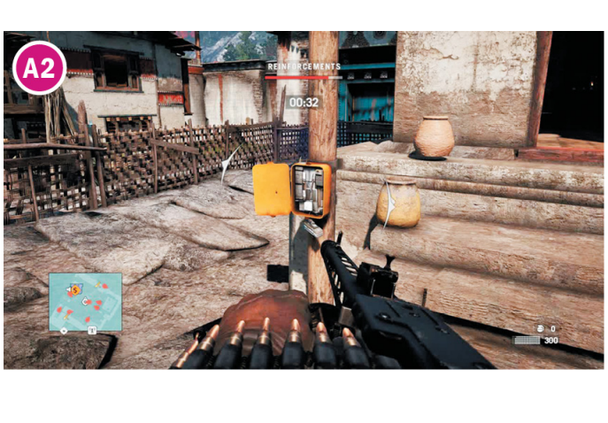
Note: Enemy locations on map are approximate. Enemies often roam or go on rounds. Always scout ahead.



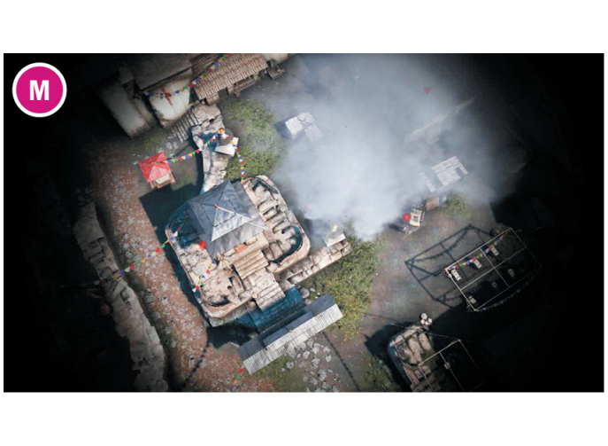
VARSHAKOT

Location: **x:511 y:430** Overseer: **Paul "De Pleur" Harmon**

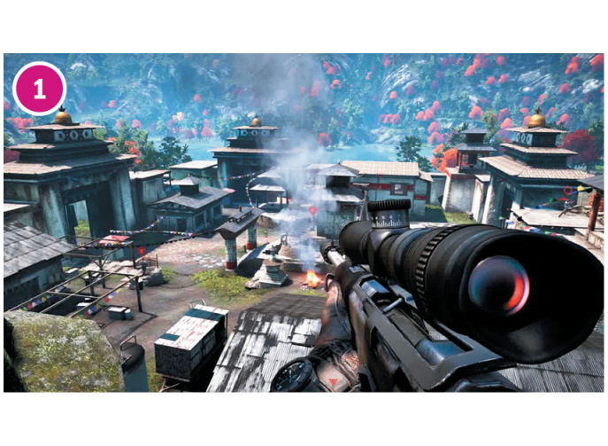
Surrounded by blooming poppy fields and flowing water, this picturesque fortress could pass for a tourist attraction if it weren't for all the opium and death.



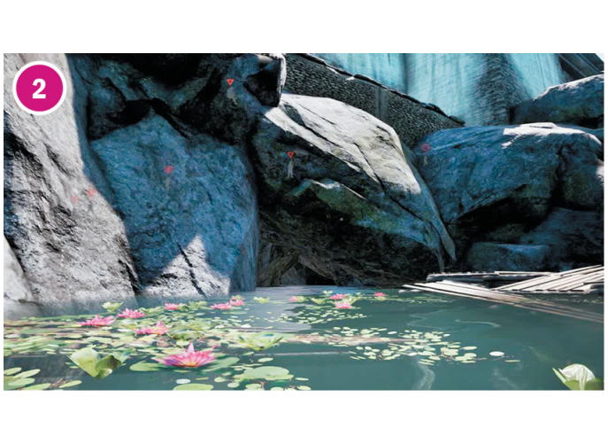
If you wait to conquer this fortress after "The City of Pain", it will go from three functional alarms to just alarm A1. This is obviously a good thing, as it will reduce the number of possible reinforcements your opponents can summon.



Don't forget that mortars always have a 360-degree swivel. It may be mounted on the wall, but that doesn't mean you can't take down the sniper guarding it and turn it inward.



The cliffs to the west offer a great view of the courtyard. From here, you can headshot the snipers on the north and south mortars, two of the three alarms, the heavy gunner patrolling the small spire in the center, and the heavy wandering about the east side. Just be aware that the two defenders in and around the warehouse in the southwest will see the heavies' bodies if they're close enough.



Here's the super easy way to disable the remaining alarm: Go around the eastern edge and look for a cave entrance at the waterline. Swim until it dead ends, then dive down and find the underwater passage. You'll come up by a ladder, which will drop you off right beside the alarm. Disable it and the troops here—including a defender who may be very close, so look for him—are on their own.

Reinforcements in fortresses always come in the form of troop-transporting helicopters with very large guns on their bellies. Bring something explosive, such as a rocket launcher, grenade launcher, explosive arrow, or so on to knock those birds down.

TIP

A liberated fortress will always spawn with a buzzer in its yard, ready for you to commandeer.

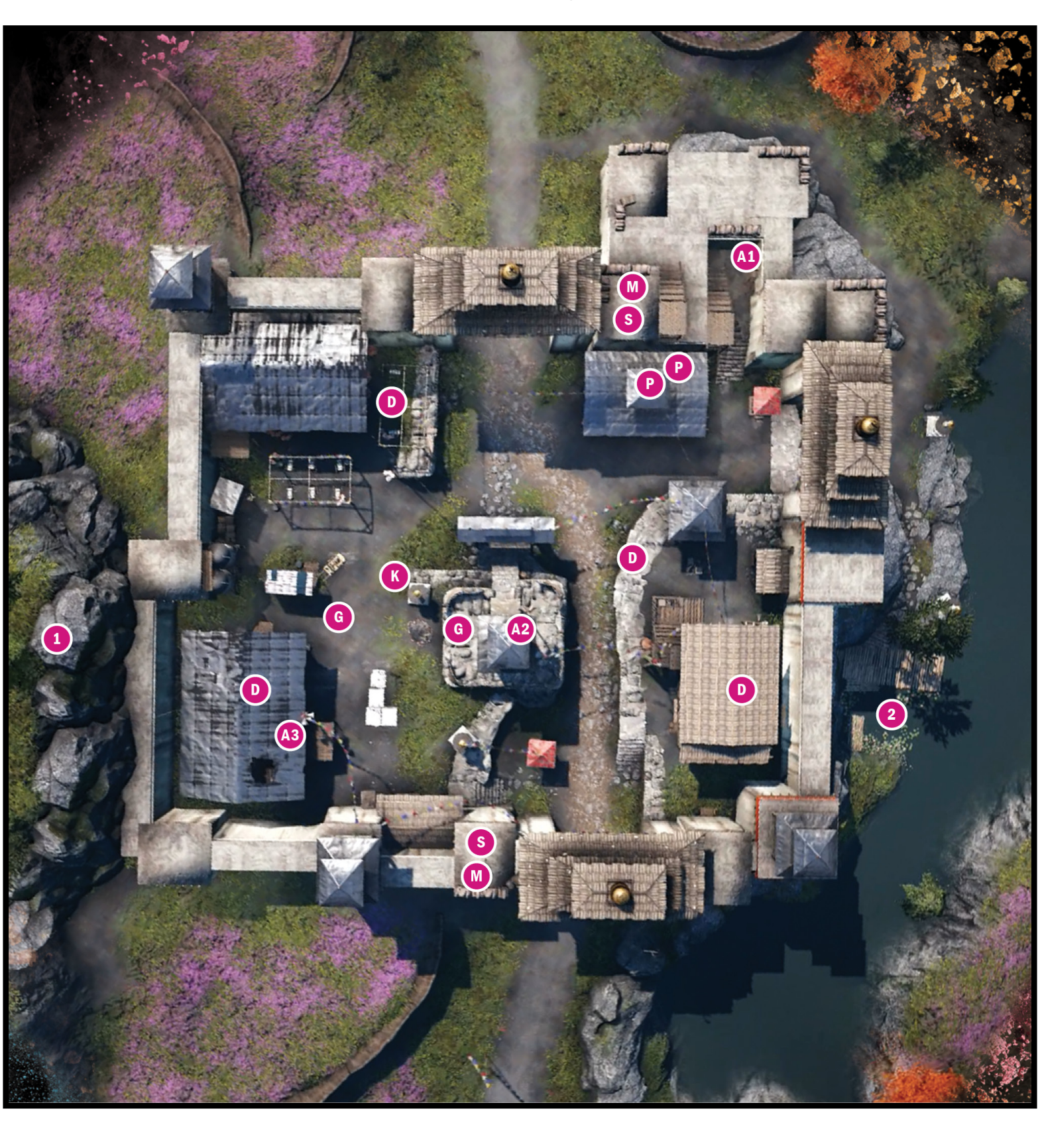
Notes:

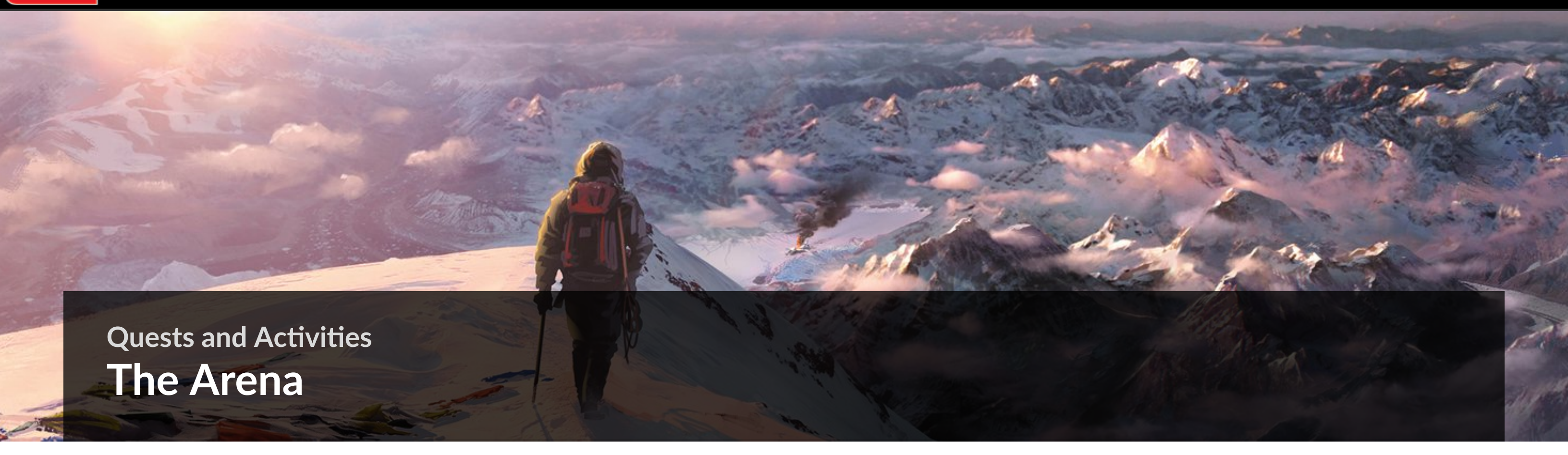
- The heavy gunner in the center walks a loop around the spire. The gunner in the west tends to walk a north-south route with a loop through the opium warehouse.
- Speaking of the warehouse, it has one of those nifty false ceiling/hole in the roof sniper perches all the cool snipers are talking about. Give it a shot.
- Watch for hidden foes in dimly lit places. There's one defender who never leaves the warehouse and another who stays in the upper floor of the house in the east. They can ruin a perfectly good sneak if you aren't ready for them.
- If you don't feel like swimming, grapples near the north and south gates will put you atop the wall. But watch for mines.

Varshakot

A1 – A3 Alarm
D Defender
G Heavy Gunner
K Attack Dog
P Pyro
M Mortar
S Sniper

Note: Enemy locations on map are approximate. Enemies often roam or go on rounds. Always scout ahead.





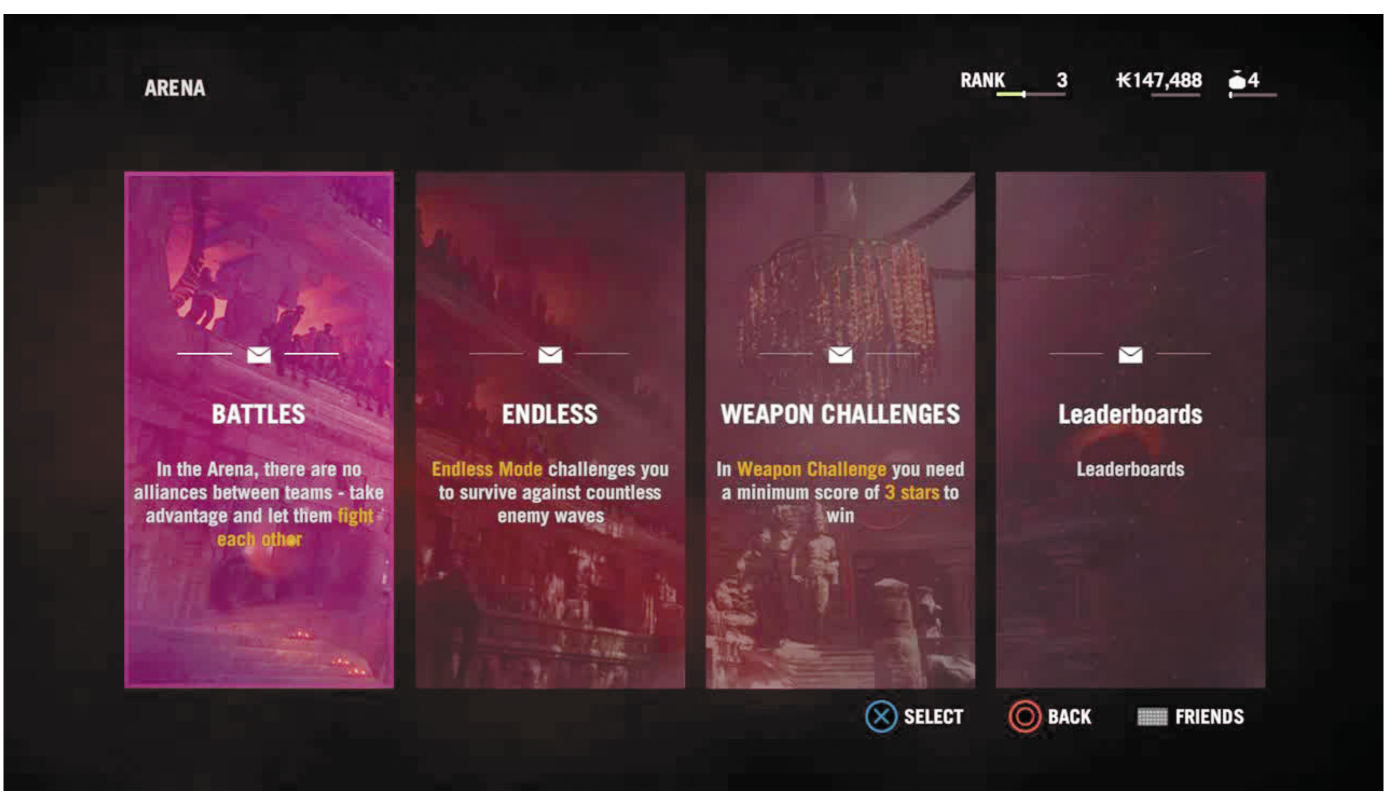
The Arena

ROUND 5/5
SCORE: 425

Welcome back to Shanath Arena, where winners earn the adoration of the crowd and losers . . . well, let's just say the fighting beasts here are well fed and leave it at that, shall we?

You may not have realized it, but once you've liberated the arena in the main campaign, you can return to it at any time for some more gladiator-style combat. Just head back to the door and talk to Noore's henchwoman.

There are three modes of gameplay on offer.



ARENA

RANK 3 ₭147,488 4

BATTLES

In the Arena, there are no alliances between teams - take advantage and let them fight each other

ENDLESS

Endless Mode challenges you to survive against countless enemy waves

WEAPON CHALLENGES

In Weapon Challenge you need a minimum score of 3 stars to win

Leaderboards

Leaderboards

ⓧ SELECT ◎ BACK FRIENDS

BATTLES

These are "anything goes" contests very similar to the arena battles you played during the campaign. However, it's safe to expect you'll see more and different challenges appearing here over time.

ENDLESS MODE

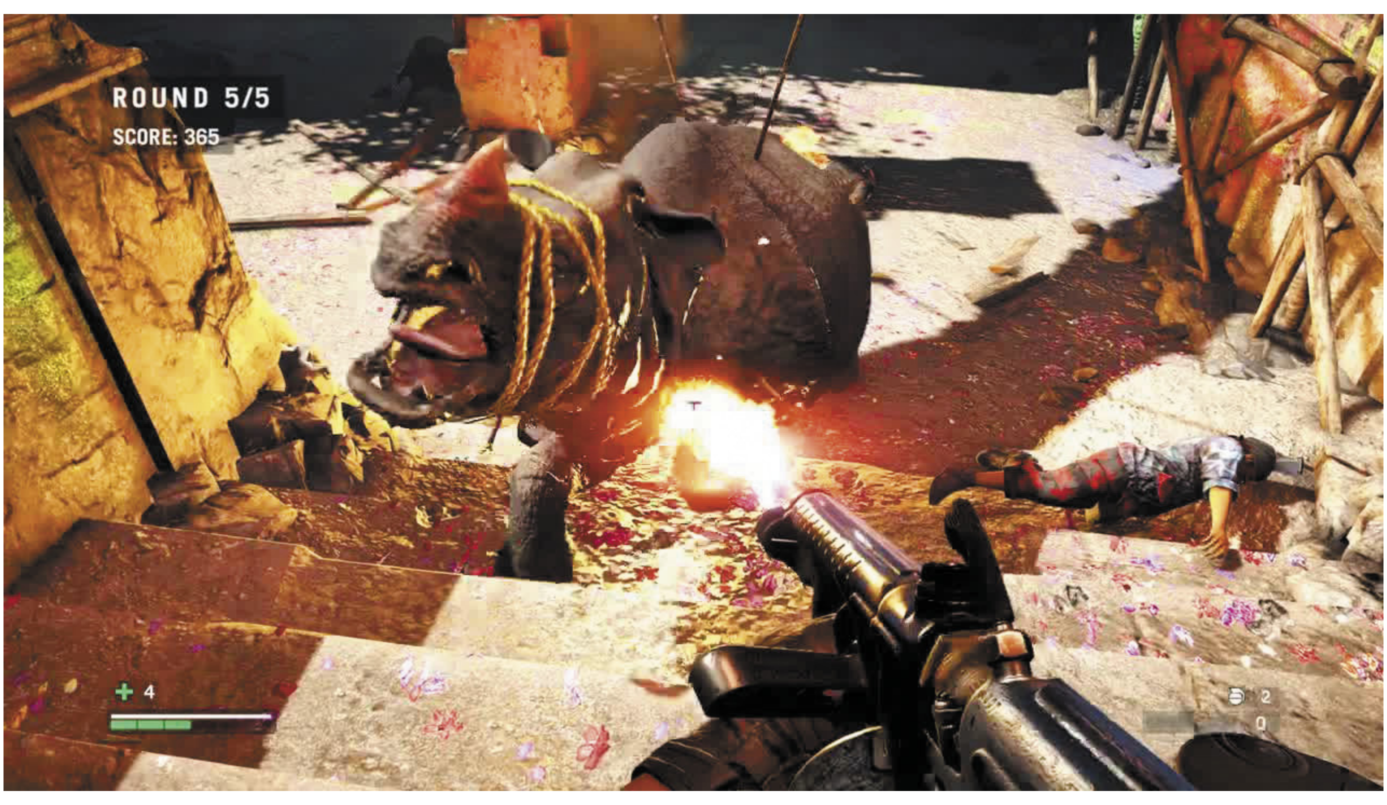
The title says it all. In Endless Mode, you fight until you literally can't fight any more. Then you die and collect your winnings. Kind of odd, when you think about it.

WEAPON CHALLENGES

Another self-explanatory title, these challenges task you with winning a five-round arena fight while wielding but a single weapon. The crowd will still throw you ammo, and you'll still have your takedowns if you need them, but you can't pick up any other weapon.

TIP

Whatever implement of death you choose, be sure you equip it with the best possible attachments. These challenges can be brutal.



Rampaging rhinos are not nearly as flammable as one might hope.

Quick Tips for the Arena

ROUND 4/5
SCORE: 365

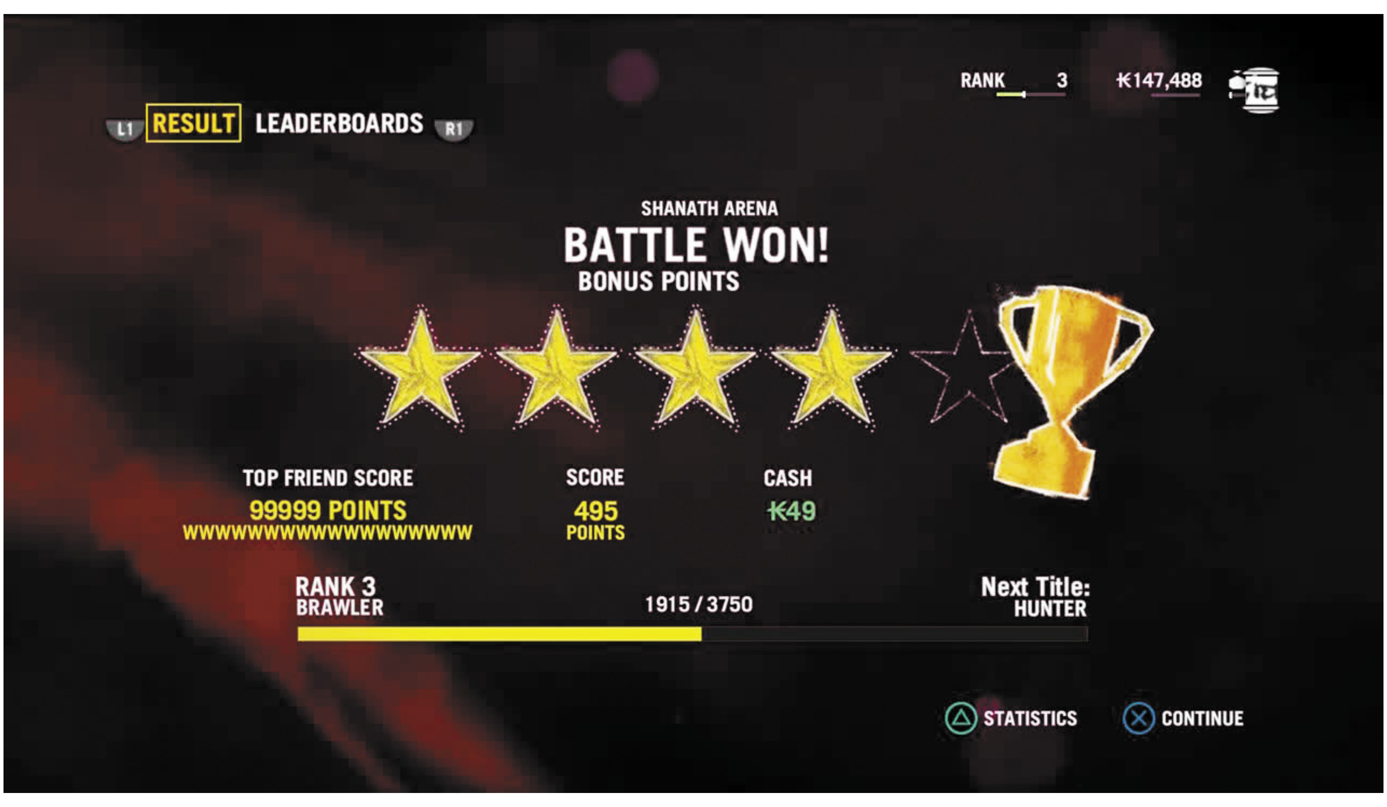
1. Sneak it up: Obviously, the arena is not about stealth. It's about pouring bullets into your enemies like a fireman battling a four-alarm blaze. That said, charge blindly into battle and you'll be cut down in seconds by a tornado of blood and crossfire. Keep it incognito and choose your moment to strike. This is doubly true at the start of each round, when the number of enemies is at its thickest.

2. Sneak it up, part deux: Besides, odd as it may seem, takedowns still give more points than weapon kills—even during weapon challenges.

3. Stay out of the center: There's no reason to expose yourself to 360 degrees of vulnerability when you can keep it to 180, 90, or even less by hugging the walls and corners and staying in cover. If you must enter the center pit, do it at the end of a round, when few or no enemies remain.

4. Know your enemies: The arena has some long sight lines, which means you need to pay attention to which enemies are where. That guy with the AK47 may be twice as far away as the machete-toting maniac, but bullets reach farther than blades, so you may want to give the gunner a dirt nap first.

5. Know your allies: Animals tend to attack the closest human, so leave them alone and they'll clear out a ton of enemies for you. You don't get points for the animal's kills, but you'll live longer. Plus, it'll soften the beasts up for when they finally turn on you.



L1 RESULT LEADERBOARDS R1

RANK 3 ₭147,488

SHANATH ARENA

BATTLE WON!

BONUS POINTS

TOP FRIEND SCORE: 99999 POINTS WWWWWWWWWWWWWWWWWW

SCORE: 495 POINTS

CASH: ₭49

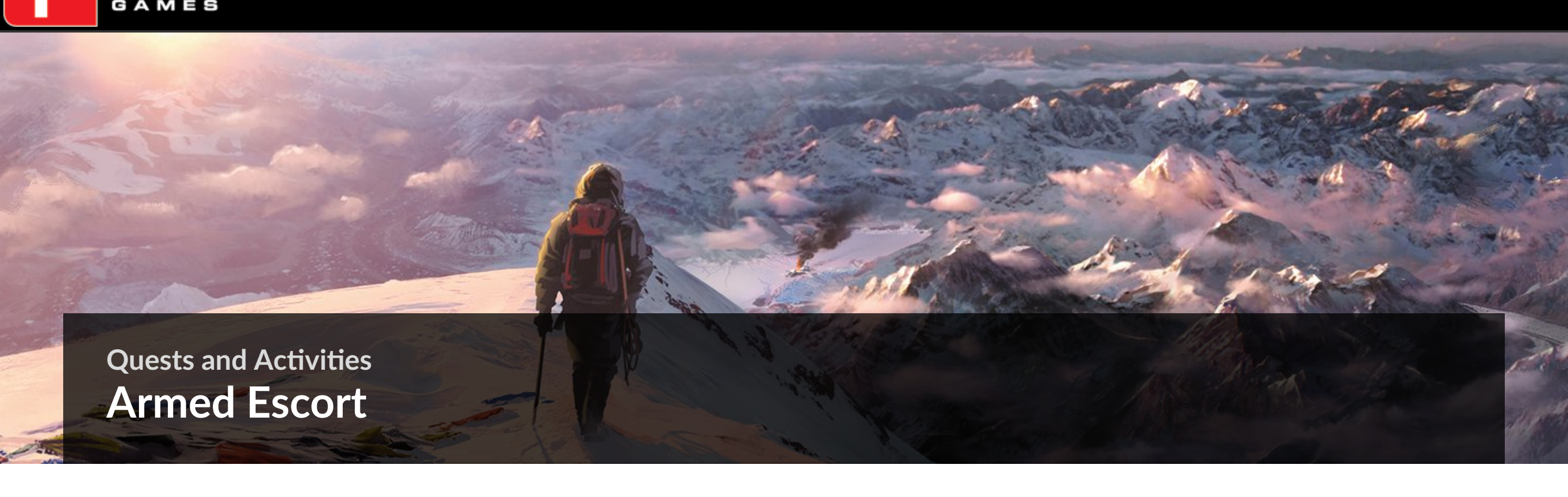
RANK 3 BRAWLER

1915 / 3750

Next Title: HUNTER

△ STATISTICS ⓧ CONTINUE

In the arena, you earn arena points instead of experience points. Each time you finish a battle, you'll receive a star rating based upon your score, which will also feed into your overall arena rank.



Armed Escort

Sometimes, you just need to get supplies from point A to point B. Unfortunately, with Min's cronies running rampant on the roadways, a safe delivery is anything but guaranteed.

However, tossing a guy with a grenade launcher on top of the truck certainly improves the odds.

NOTE

Most Armed Escort quests are given out from unnamed locations. So we've organized them from western-most to eastern-most location (check their x coordinate), and listed them by cargo, which should roughly resemble the order in which you encounter them in the game.

GOLDEN PATH SUPPLIES TO FIGHT NOORE

Location:**x:337 y:585**

When you arrive at the truck, the driver will tell you to grab the grenade launcher. Do it. You now have a new best friend.

Wave 1: One technical from behind, then a small roadblock with explosive barrels at one end.

Wave 2: One technical from behind, one from the front. The driver will volunteer to wait while you visit a nearby ammo crate, but there's only one more technical coming up from behind anyway. enemies coming anyway.

Approximately Exact

Far Cry 4's world is alive. As such, quests don't always unfold exactly the same each and every time. During your playthrough, you may see a technical where these pages say ATV, or you may see one or two more or fewer enemy vehicles on the road in a certain spot. That's all part of *Far Cry 4*'s charm.

CONTRACEPTIVES

Location: **x:353 y:660**

Wave 1: Technical from your right.

Wave 2: Roadblock to the right, then left, then right again. Aim for the barrels, and watch for the mounted gun on the right and the technical that will approach from straight ahead.

Wave 3: Two technicals from behind, then on-foot enemies off to the left.

BOOKS

Location: **x:452 y:773**

Wave 1: Roadblock to the right with two vehicles and several guards clustered around—believe it or not—a bunch of explosive barrels. Swish a grenade into the barrels, then hop off to take out any survivors.

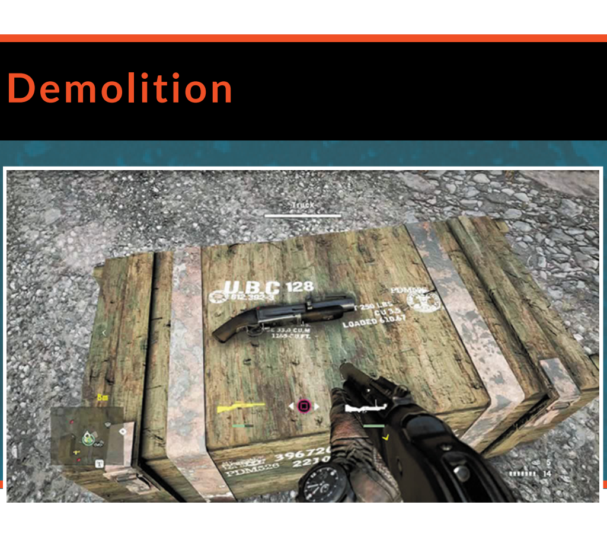
During the next wave, watch the right side of the road for an ammo crate next to a white car.

Wave 2: A chopper and an ATV will come at you from behind. Then a truck from behind and an ATV from the side.

Wave 3: When the driver says "enemies in the road ahead", leap off the truck so it stops short of the trap ahead. Proceed forward on foot to find a sniper on a second-story balcony to the left of the road, a heavy on the right, and a truckload of bad guys coming up the middle, as well as random other soldiers scattered around. Rather than risk your truck's health going through this gauntlet, hop off to get the driver to stop, then take the enemies out on foot, preferably from afar, using your usual techniques. When it's clear, jump back onto the truck, take out the technical about to swoop in front of you, and proceed to the drop-off point.

One-handed Demolition

Tucked away at the start of most every Armed Escort quest is a crate that offers you the M-79, a one-handed grenade launcher that can be used as a sidearm and fired while driving or piloting a vehicle. Don't miss it!



TIP

Remember, you can repair the cargo truck just like any other vehicle. Don't let its health drop too low.

Use the repair tool to fix the truck

Banhi: We're in bad shape! Fix the truck before they finish us off... jahli!

GOLDEN PATH GUNS TO FIGHT DE PLEUR

Location: **x:460 y:491**

Wave 1: Fake accident with soldiers to the left, then front. Two technicals and soldiers to the front as well.

Wave 2: When the truck stalls, hop off and commandeer the machine gun nest to the right. Three technicals will converge at the crossroad. Hit them with the gun, then visit the ammo crate before reboarding the truck.

Wave 3: Checkpoint with one technical and several soldiers first ahead, then on the left.

GOLDEN PATH SUSPICIOUS ITEMS

Location: **x:461 y:339**

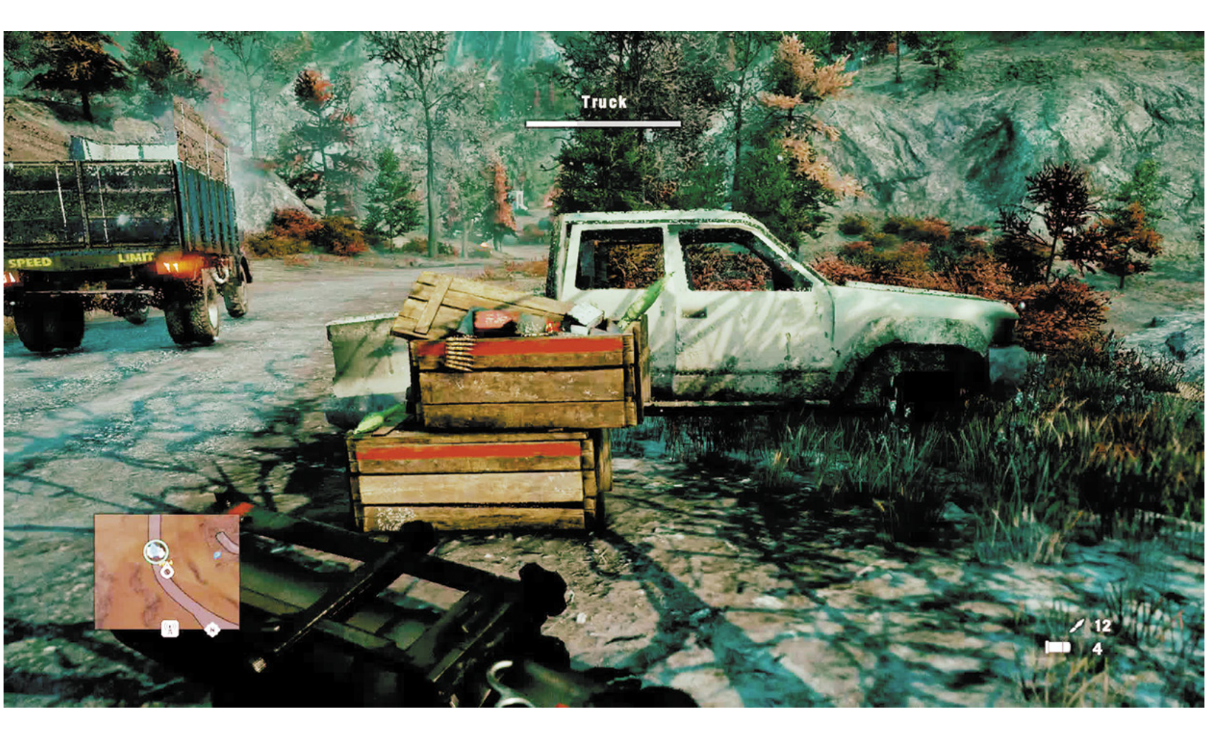
Wave 1: Fake accident ahead and to the left.

Wave 2: Roadblock with technical ahead. May include rampaging elephant. Another technical will appear to your front-left as you pull away.

Wave 3: Checkpoint first ahead, then on either side. Watch for technical on the left.

TIP

Most Armed Escort quests have ammo crates. When you see boxes stacked next to an abandoned white pickup, hop off and stock up. The cargo truck will wait for you.



"LIBERATED" GOLD

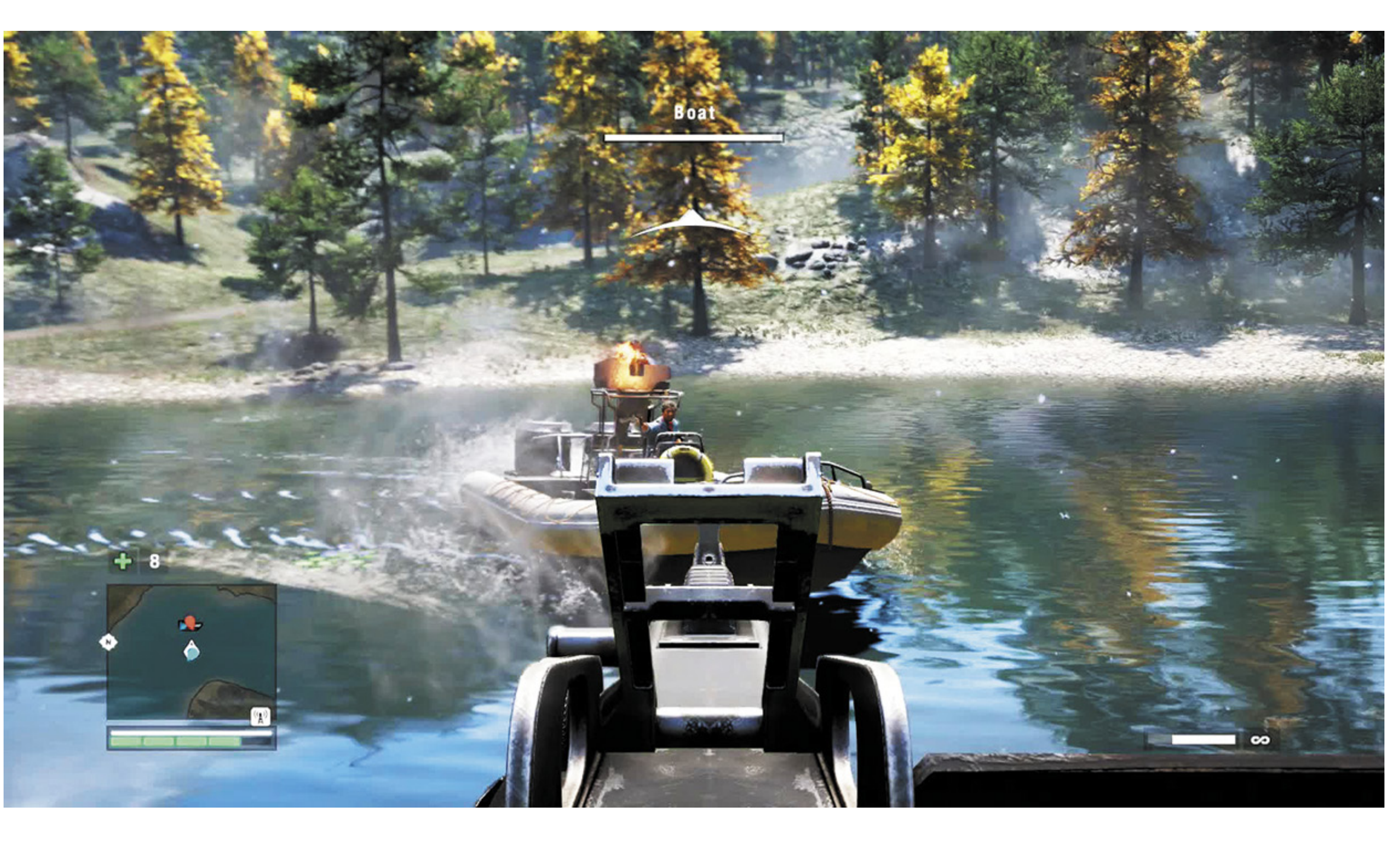
Location: **x:572 y:624**

This time, you're protecting a boat, complete with a mounted machine gun turret. So hop on your ATV and head to the river.

Wave 1: Enemies on the north (right side) shore, one RHIB from ahead, then one from behind.

Wave 2: Two RHIBs from ahead, enemies on the left shoreline.

Wave 3: Scant enemies on island to the right, two boats ahead.



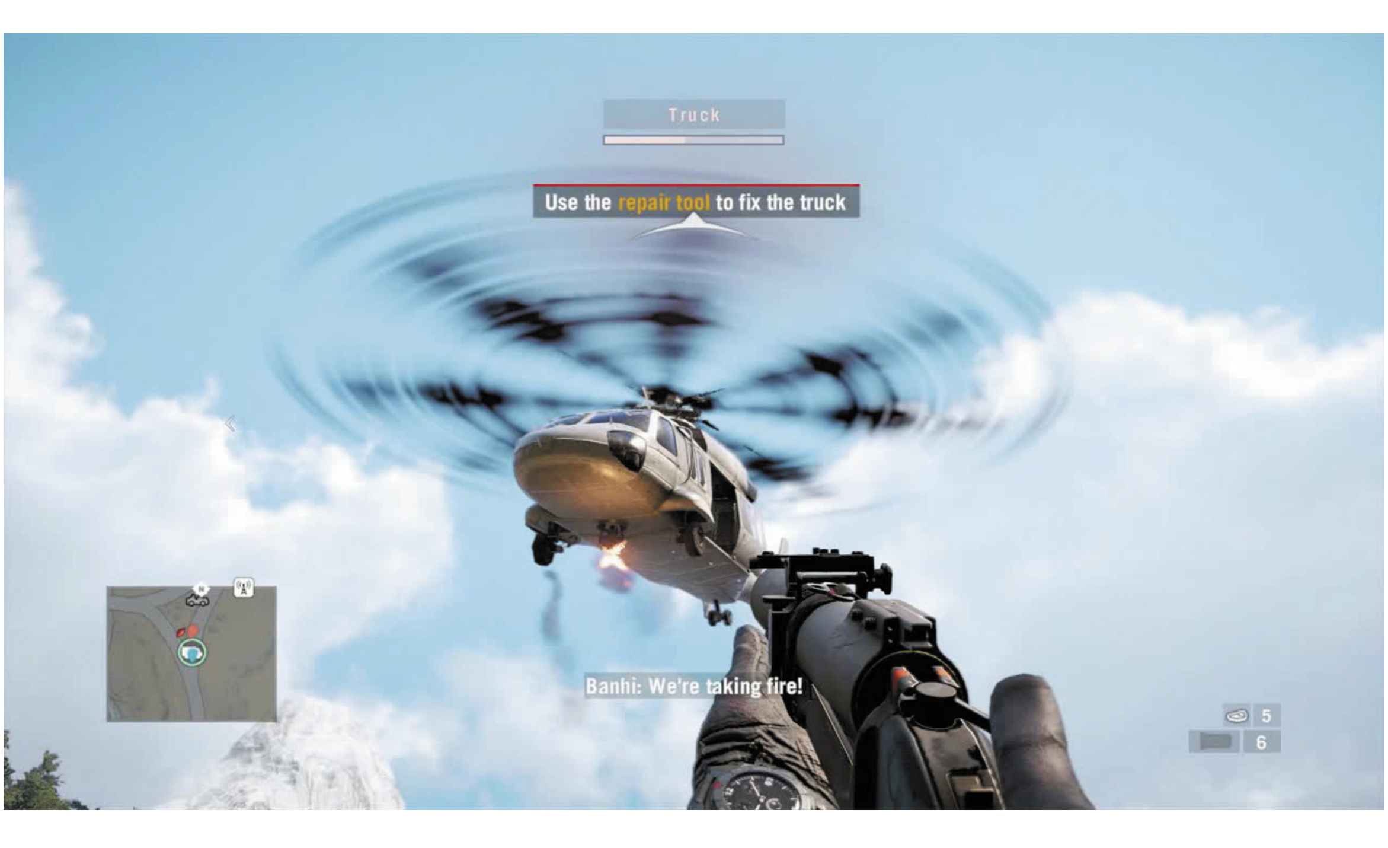
FOOD

Location: **x:648 y:805**

Wave 1: One technical from ahead and to the left, then another from behind. Then an ATV rider and heavy gunner ahead. The driver may point out ammo crates around this time. Look for the boxes near the white pickup.

Wave 2: FCheckpoint with technical ahead and enemies on right. Just past the checkpoint, additional enemy vehicles may approach from the right.

Wave 3: Helicopter will appear ahead. Shoot it in the stomach with a grenade and watch it fall, but be careful not to shoot it so quickly that it crashes onto the truck.



Use the repair tool to fix the truck

Banhi: We're taking fire!

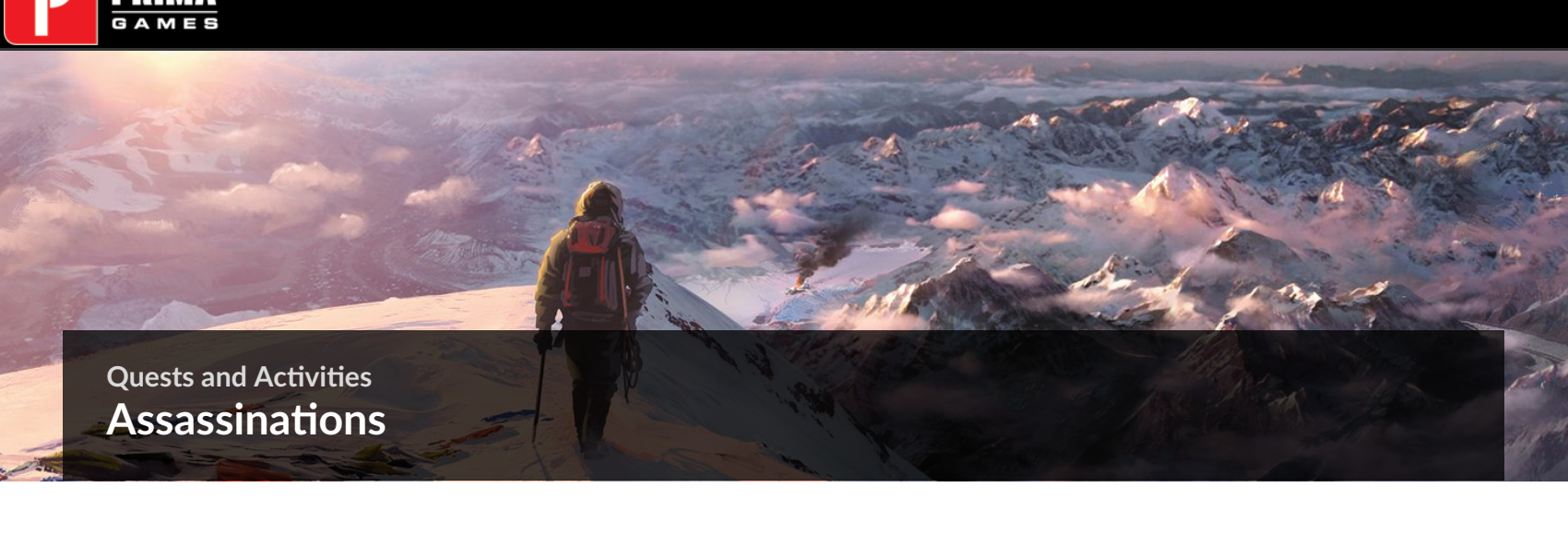
WEATHER BALLOONS

Location: **x:782 y:691**

Wave 1: A truck and two ATVs will come up from behind. Very soon after this, the cargo truck will hang a right and reveal another attacking vehicle on the left side. Two more ATVs will join the chase from behind. Just before a tunnel, the driver will point out an ammo crate (near a junked white truck) you can use to resupply. Take this chance to repair any damage done to the truck as well.

Wave 2: In the tunnel, prepare for a technical to come rolling up from behind. Another will appear in the road when you exit, then a third will roar down from the right. Next, you'll meet a single ATV ahead, followed by a "last stand" force of two ATVs and two technicals. But they come one at a time, so if you're quick on the trigger, you won't be overwhelmed. Pull over and heal the truck whenever necessary.

AUTODRIVE ON
Climb



Quests and Activities

Assassinations

Min and his generals aren't the only ones who can wage a psychological campaign. Assassination quests are all about striking terror into the hearts of your enemies by sneaking in, putting one of their leaders to sleep for good, and disappearing without a trace.

Assassination quests always have four parts:

1.Kill the commander without anyone seeing you.

2. Loot his body for his dog tags.

3. Hide his body to create confusion (optional).

4. Leave the area while remaining undetected.

NOTE

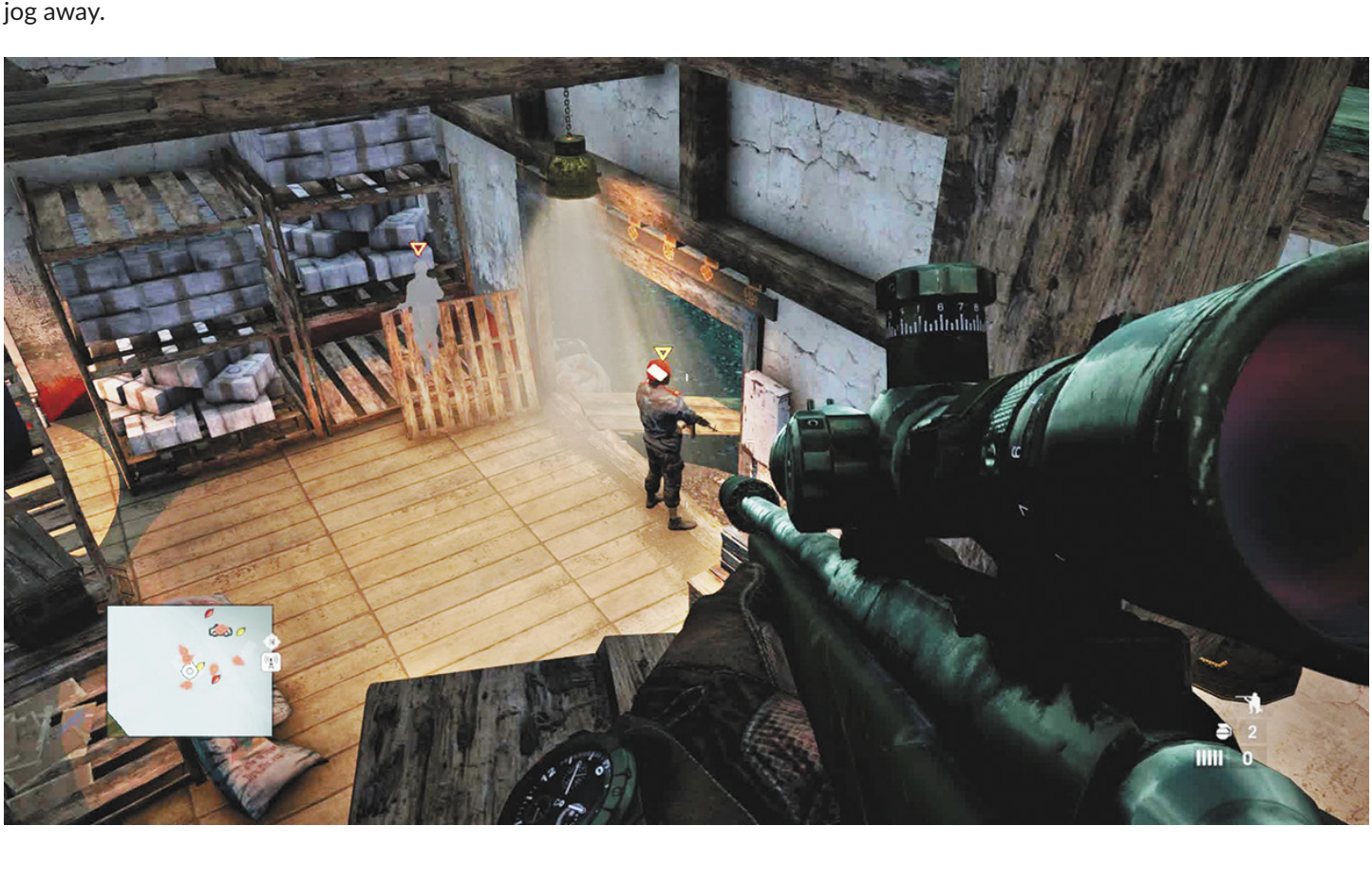
"Undetected" does not mean "without a trace" or "silent". You won't fail the quest if enemies hear your gun or find a body. You only fail if they lay eyes on you. And even if they do, you can still salvage the quest if you kill them quickly enough.

TIP

Remember, a hunting syringe isn't just for hunting animals. Pop one any time you want an instant view of all the soldiers on the scene.

As always, Assassinations are highly open-ended quests, so you can complete them any number of ways. For example, some players will slip in, kill only the commander, and slip out. Others will make sure no one sees them by systematically stealth-killing every enemy in the base. Both strategies are fine, as far as the game is concerned. So as usual, our advice here should be considered guidelines for those who want them, not rigid rules for those who don't.

One final note: the locations listed here are where the quests are assigned. The actual area of operations is typically a short jog away.

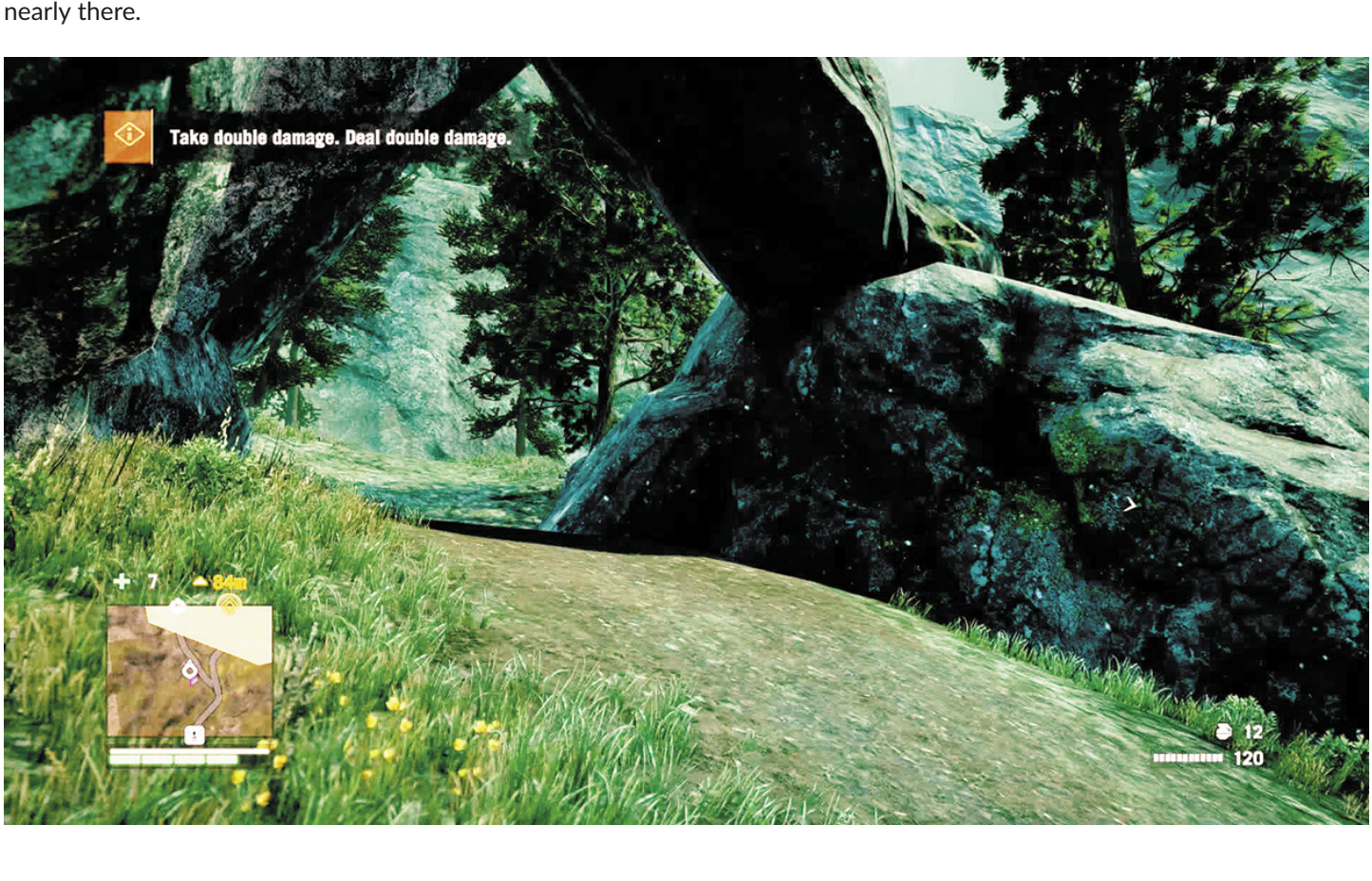


BHIRABATA OUTPOST

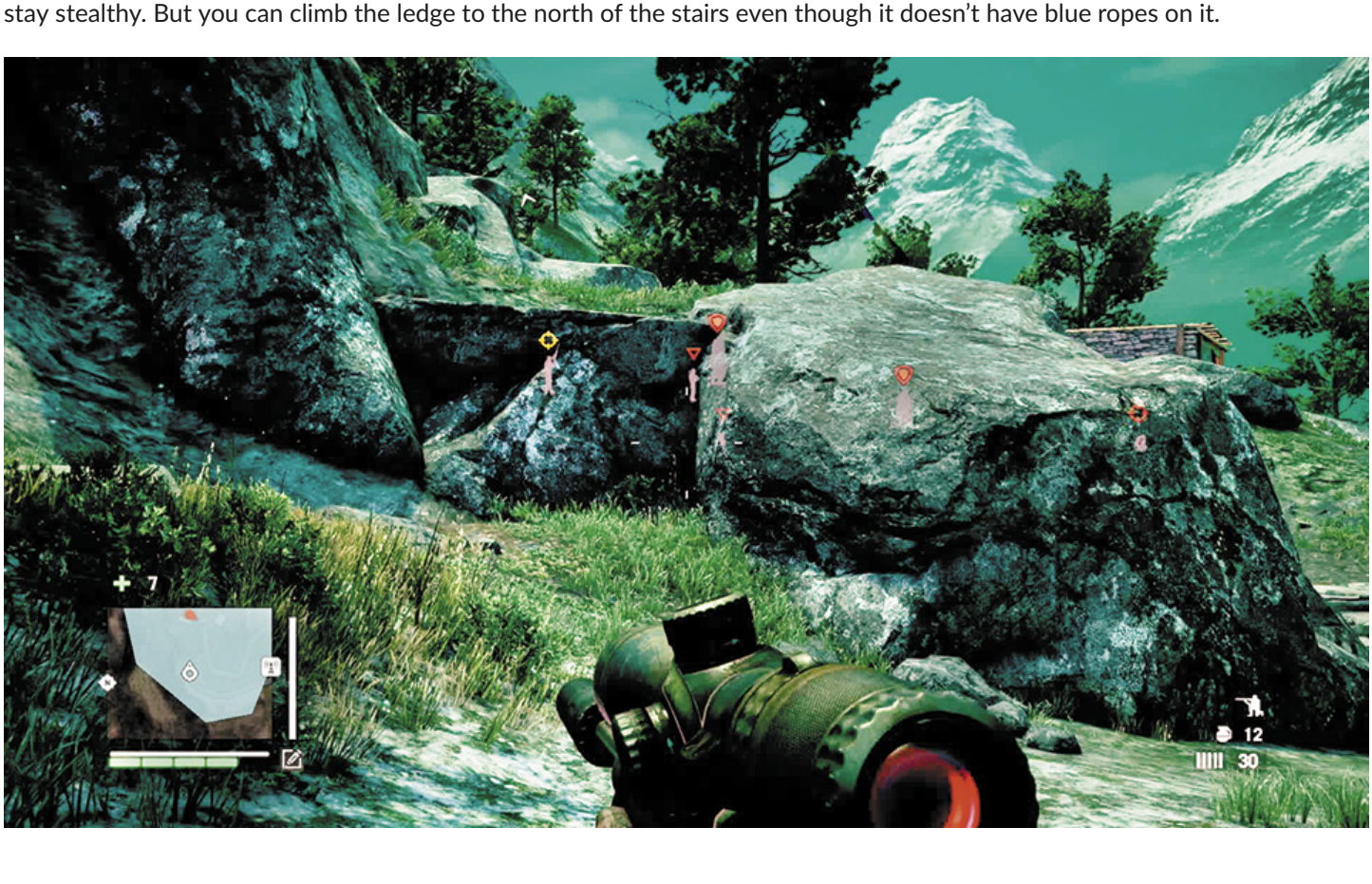
Location: **x:533 y:810**

Some guards are occupying a good vantage point in the mountains. Why not show them they're far from immune up there?

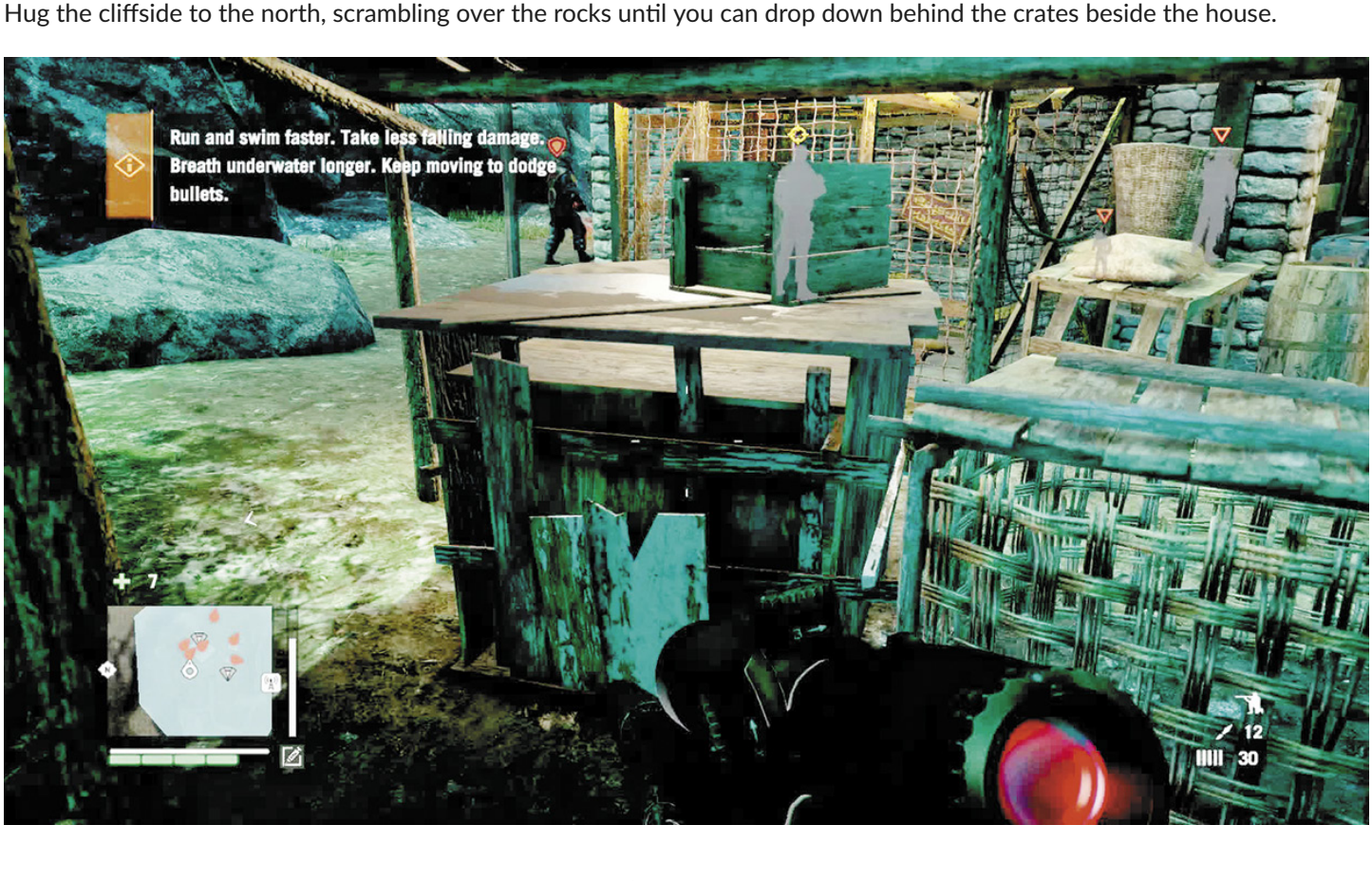
You'll need some handy grapple-swinging techniques just to reach the vantage point, but once you see the stone arch, you're nearly there.



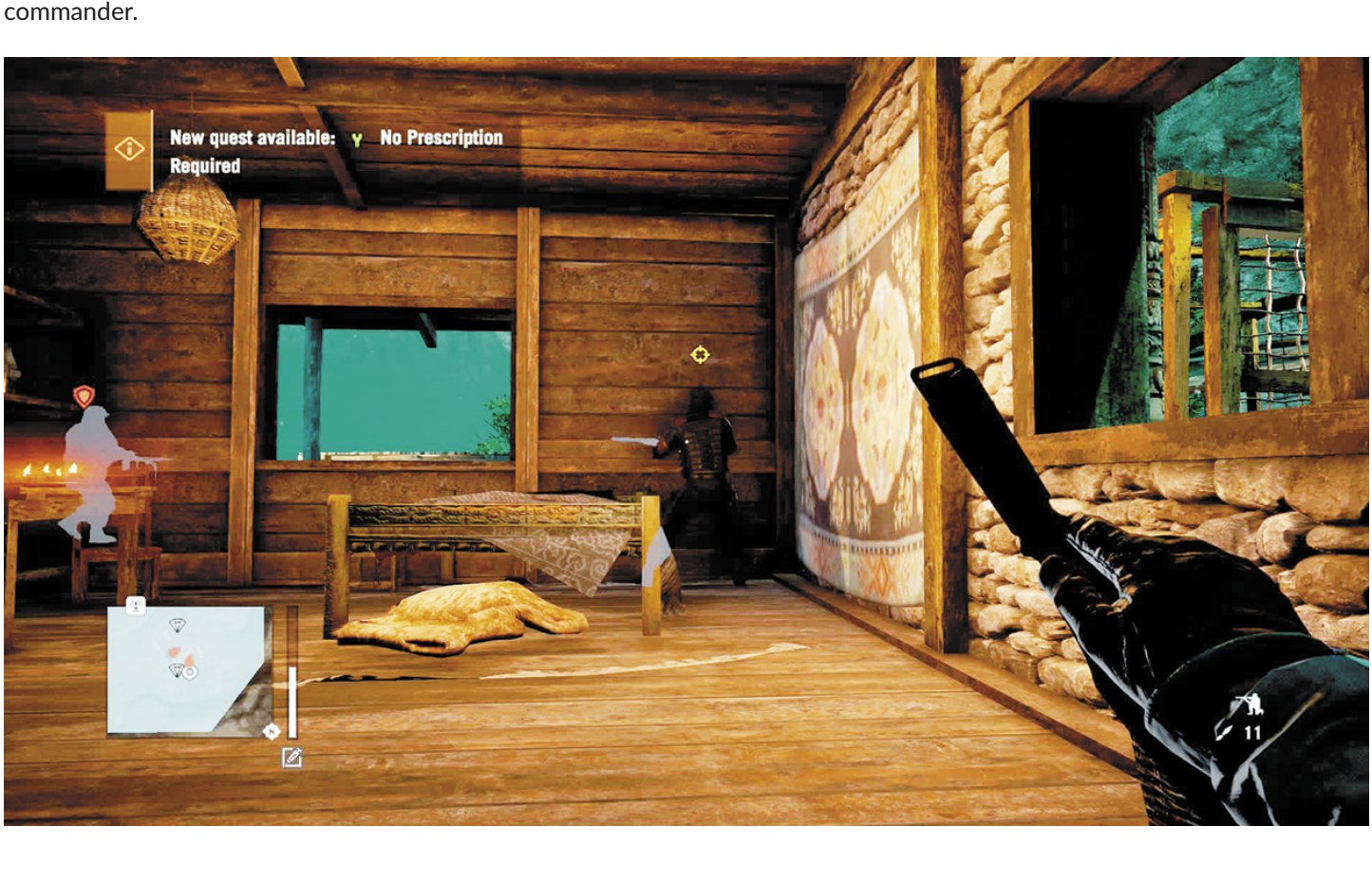
The commander is pretty well protected by heavies and other units, mostly facing south. Not an easy approach if you want to stay stealthy. But you can climb the ledge to the north of the stairs even though it doesn't have blue ropes on it.



Hug the cliffside to the north, scrambling over the rocks until you can drop down behind the crates beside the house.


Run and swim faster. Take less falling damage. Breath underwater longer. Keep moving to dodge bullets.

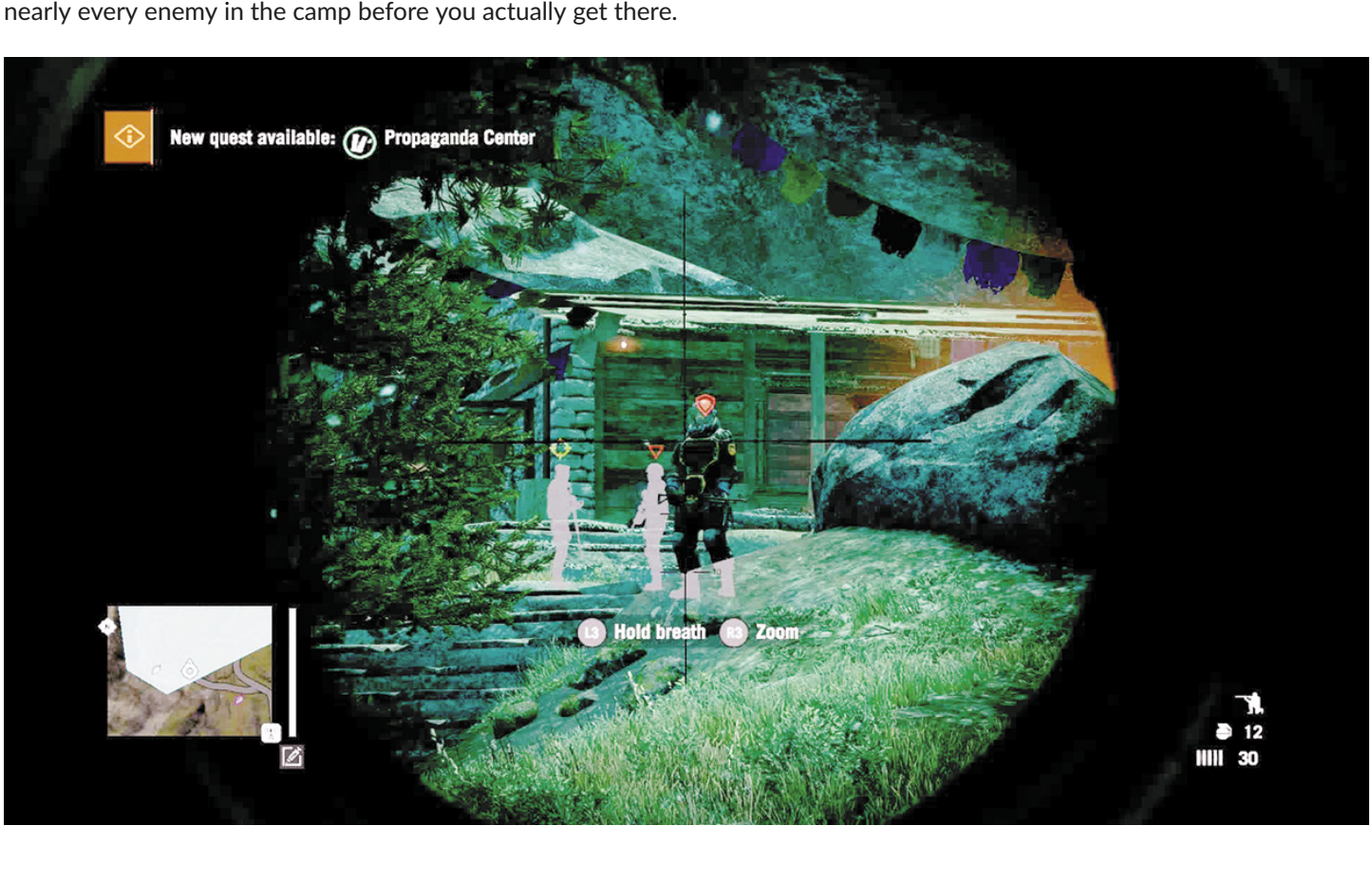
Watch out for the heavy on patrol. When he goes by, you'll have a straight shot to the back of the house and the commander.



Heavy Strategy

If the heavy passes the explosive barrel, you can shoot it to take him down. On the plus side, this will alert the rest of the base that something is up and pull them out of position, leaving the commander exposed. On the down side, they will also go on alert and search for you more aggressively, making it harder to hide the body and get out without being seen.

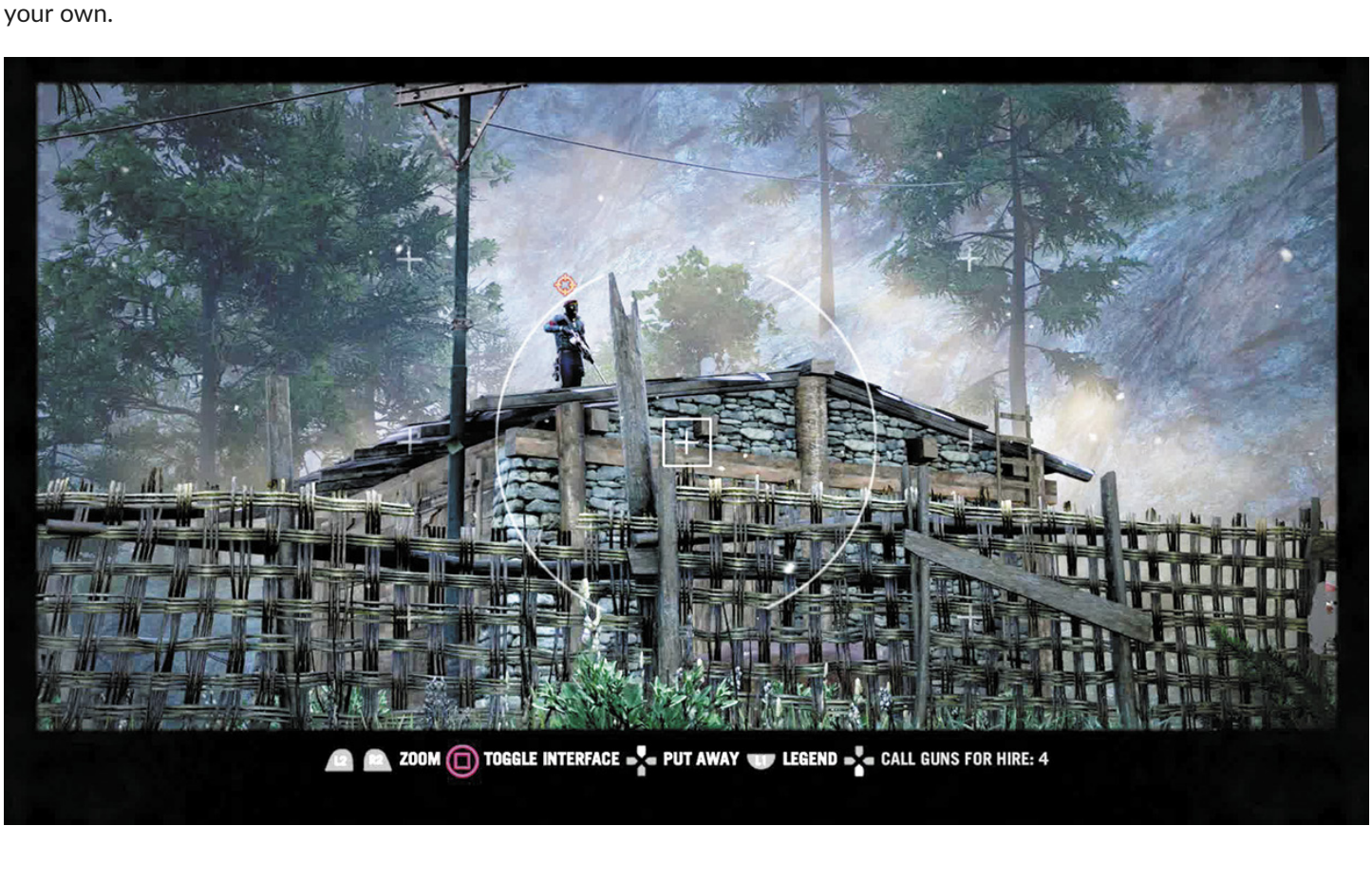
If you don't care about stealth, snipe down as many of the enemies from afar as you can (be sure to use a silenced weapon and move around a bit so they can't zero in on you), then use the same path to approach. You should be able to eliminate nearly every enemy in the camp before you actually get there.



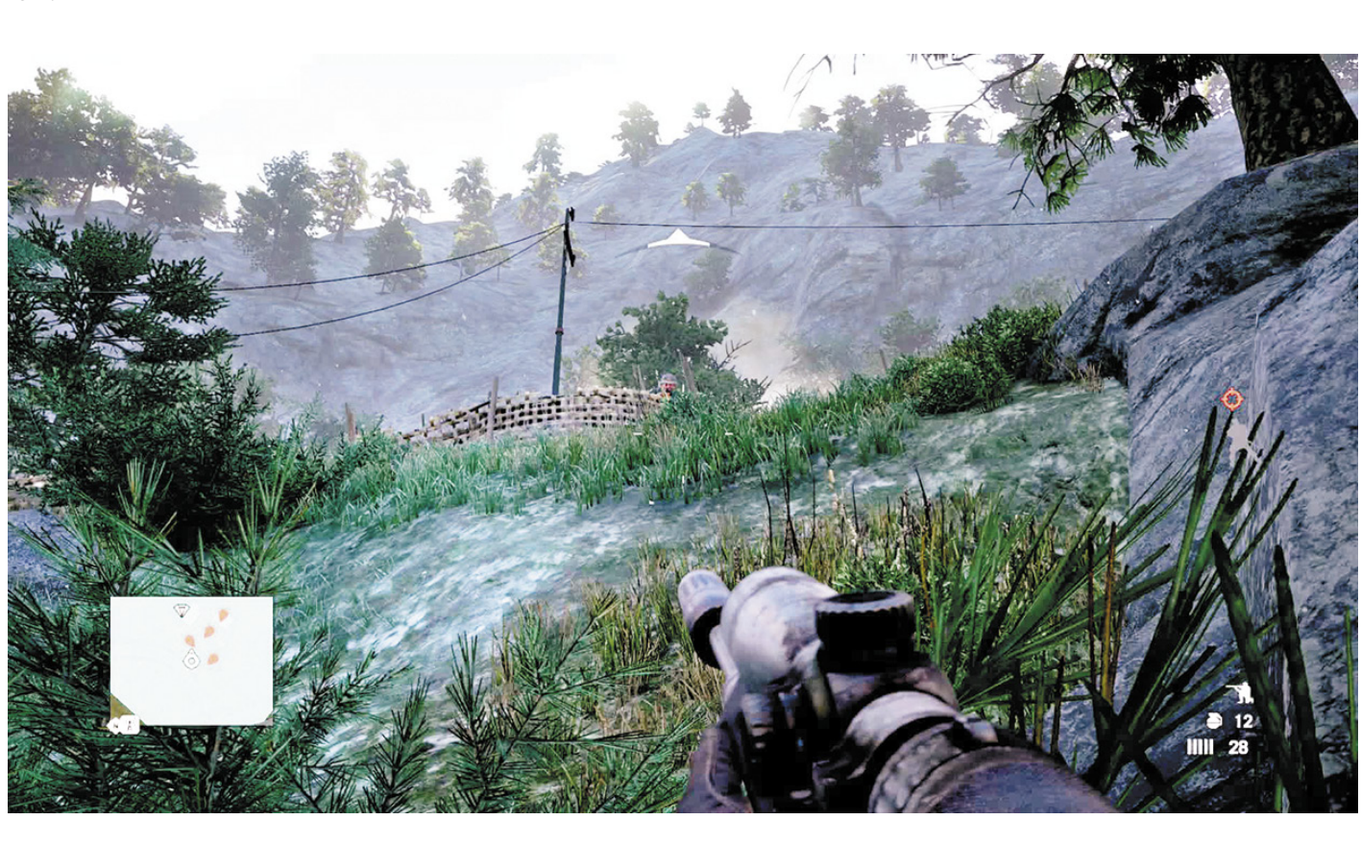
KEO LOGGING CAMP

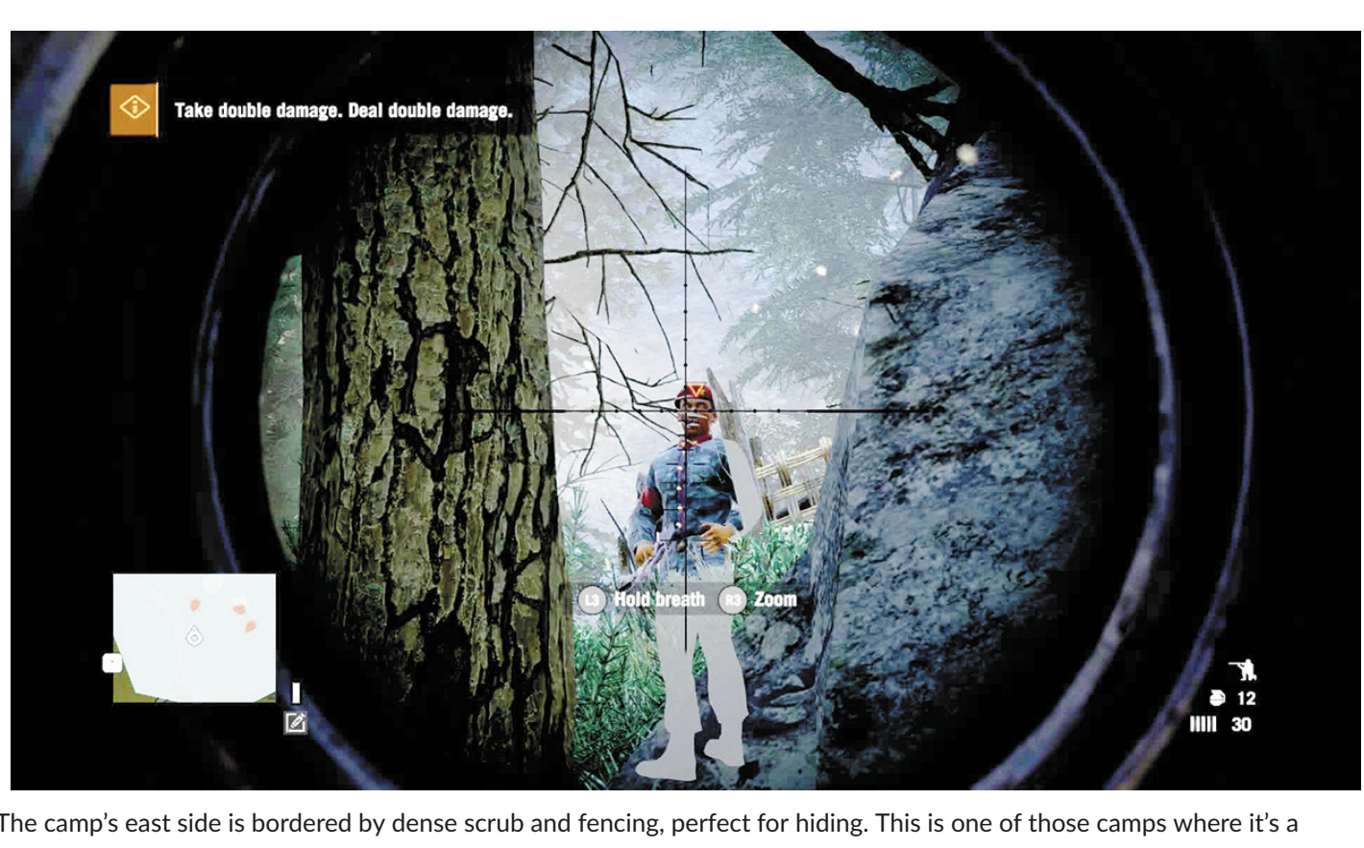
Location: **x:419 y:760**

An influential commander is taking a break at a confiscated house. Seems like a good opportunity to exert some influence of your own.

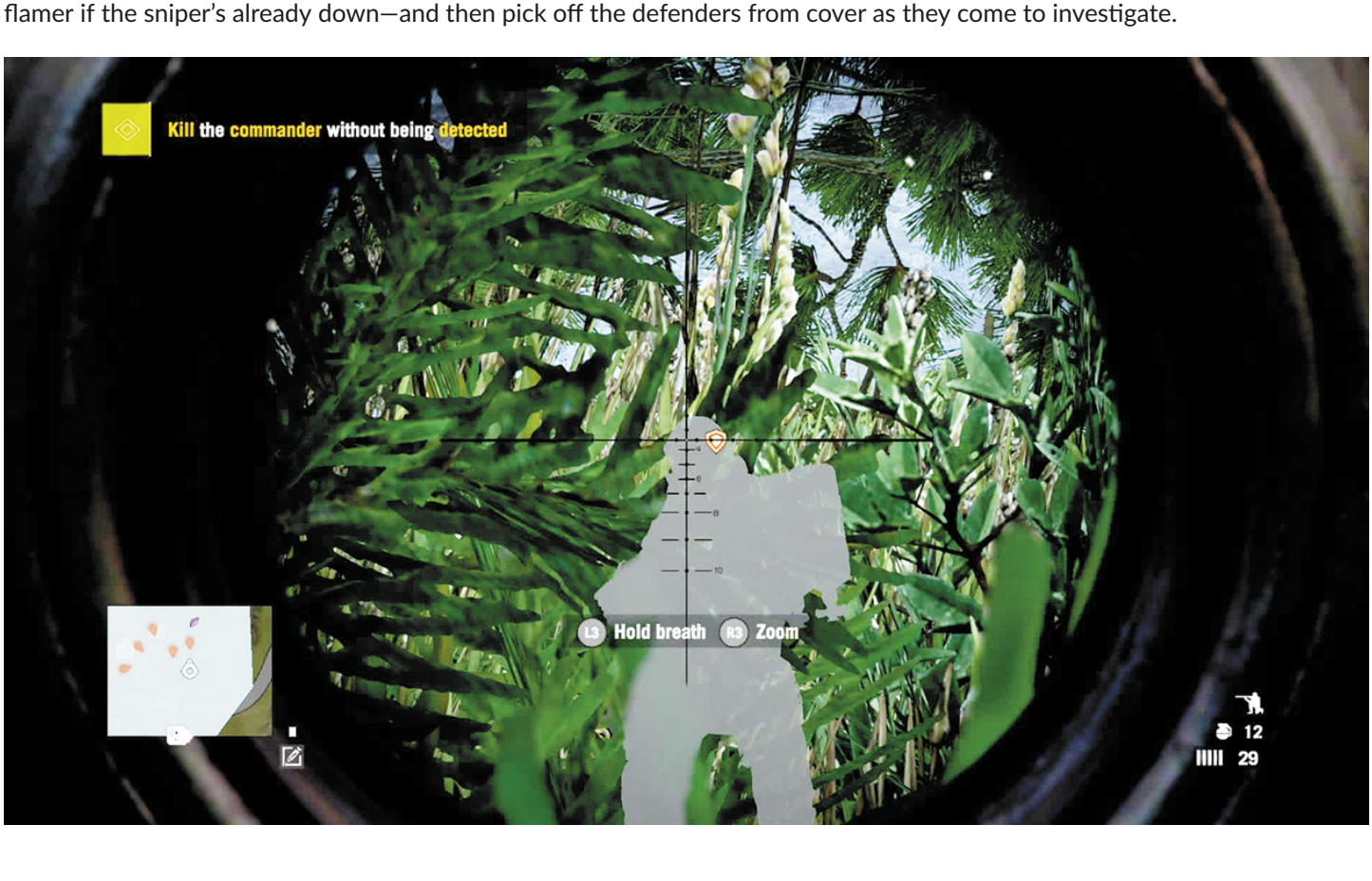


Note the sniper on the roof as you approach. He'll need to go down. But there's a good chance they'll overlook his body if they don't hear the shot. Don't try to skirt around the compound using the road to the north. It's at the bottom of the hill, which gives the enemies on the slope a great angle from which to see you, but leaves you with lousy shooting angles to snipe them.



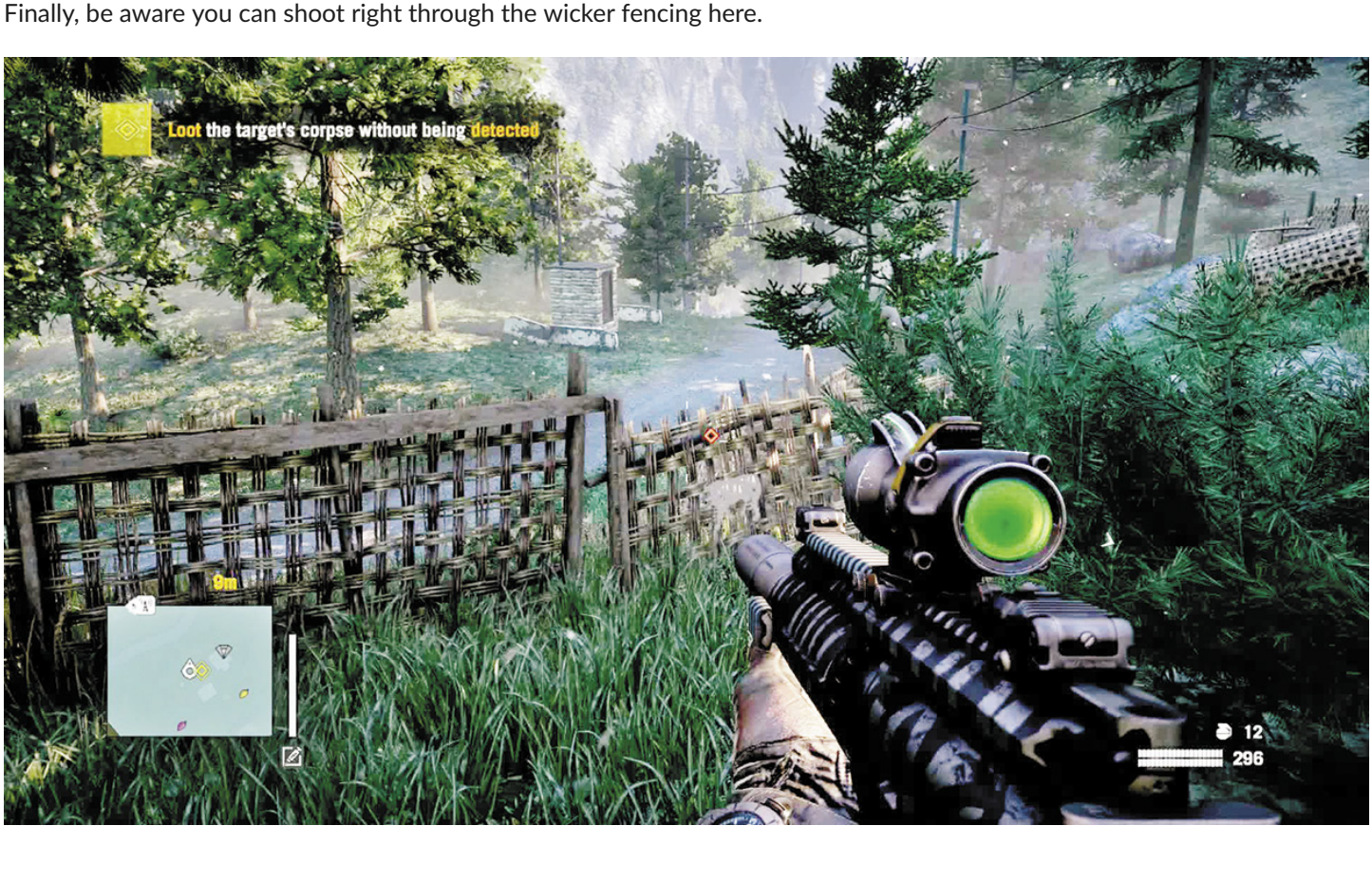


The camp's east side is bordered by dense scrub and fencing, perfect for hiding. This is one of those camps where it's a perfectly viable strategy to make some noise to let them know you're here—take out the sniper on the roof, or the heavy flamer if the sniper's already down—and then pick off the defenders from cover as they come to investigate.



It makes for a funny-looking screen, but in-game he'll never know what hit him.

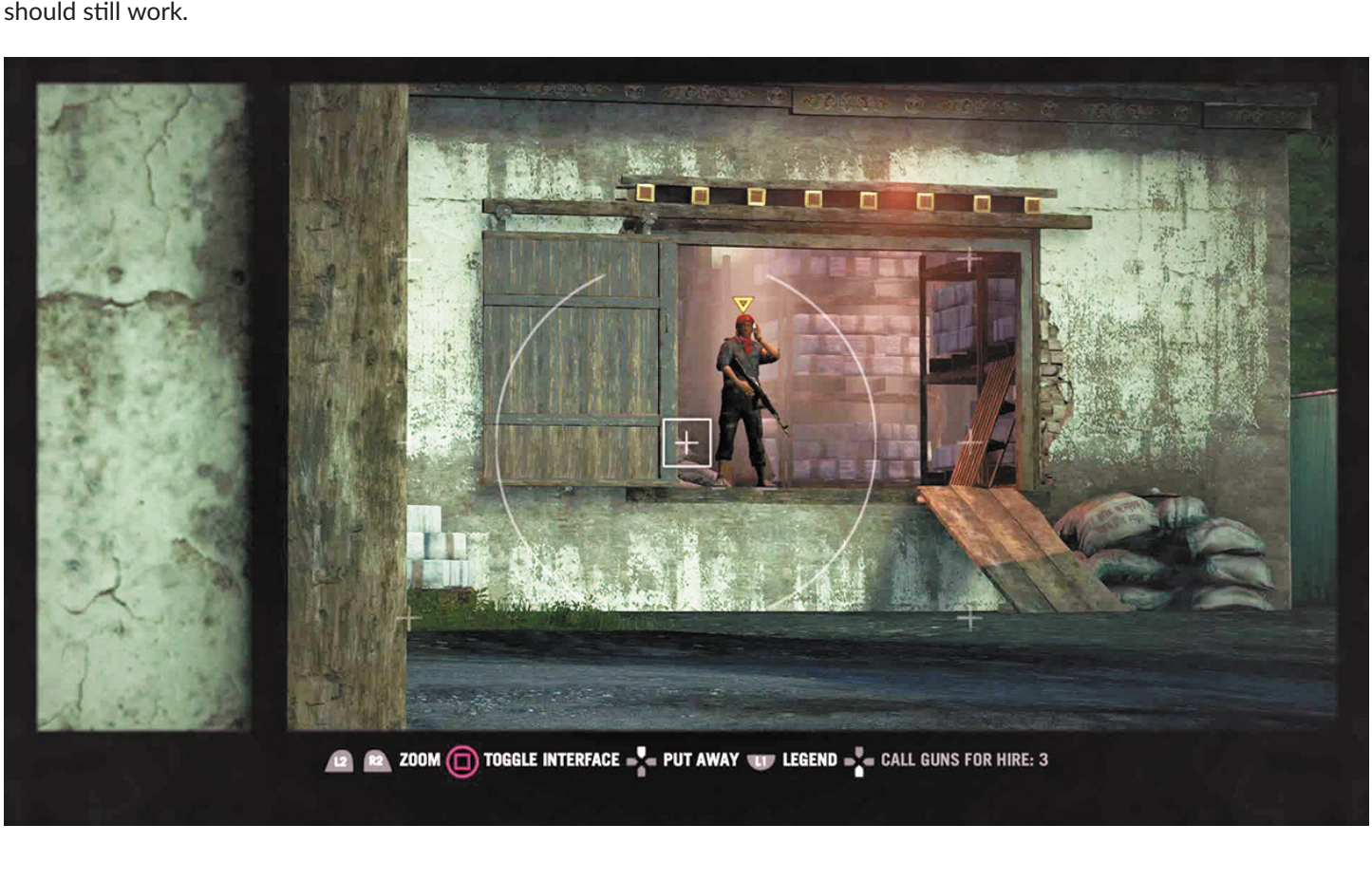
Finally, be aware you can shoot right through the wicker fencing here.



KYRA TEA TERRACES

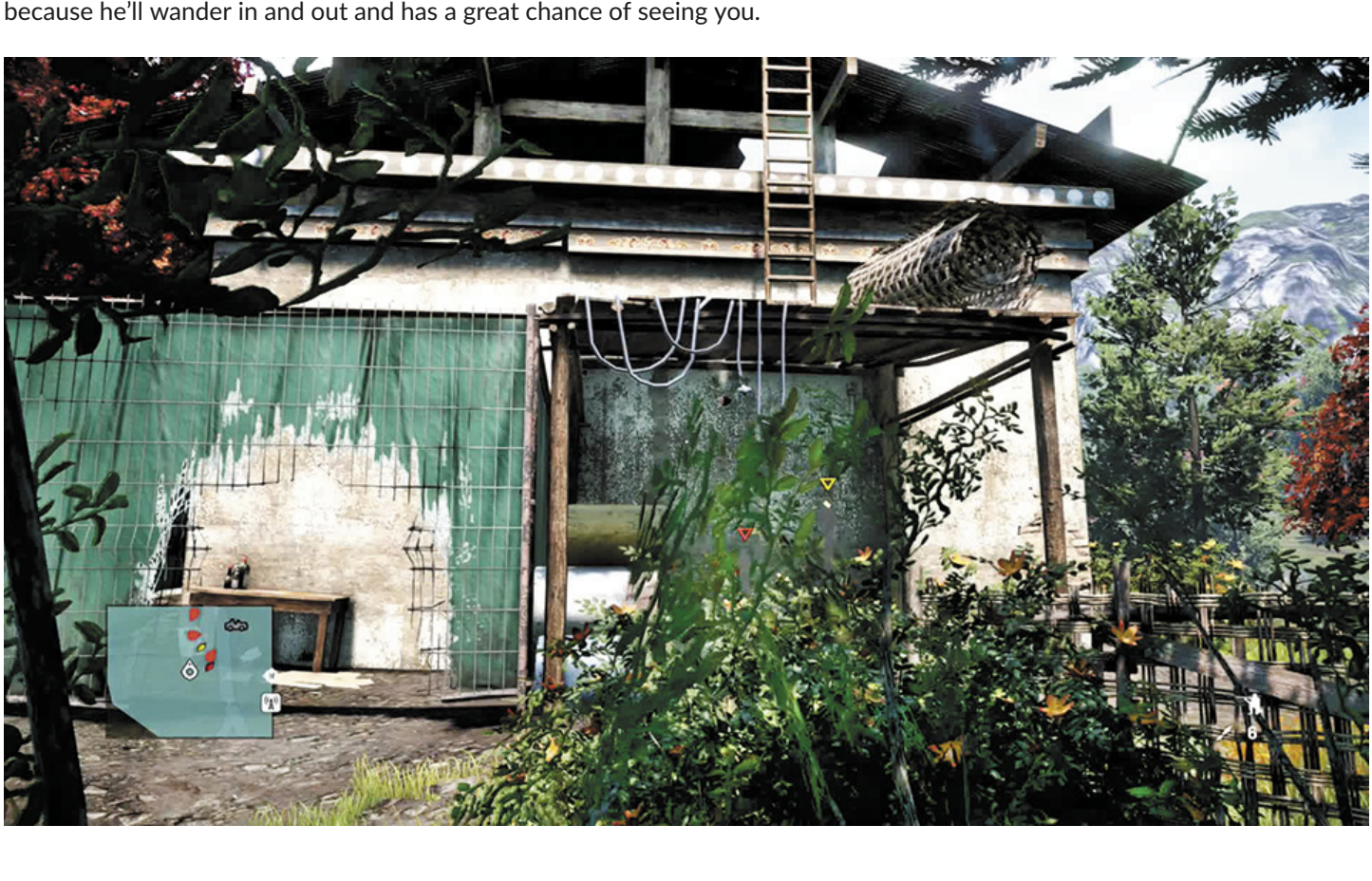
Location: **x:391 y:330**

If you've played through the campaign mission "City of Pain", you should recognize the location of this quest. It's the warehouse where you snuck onto the truck. The enemy placement is slightly different, but most of your previous strategy should still work.



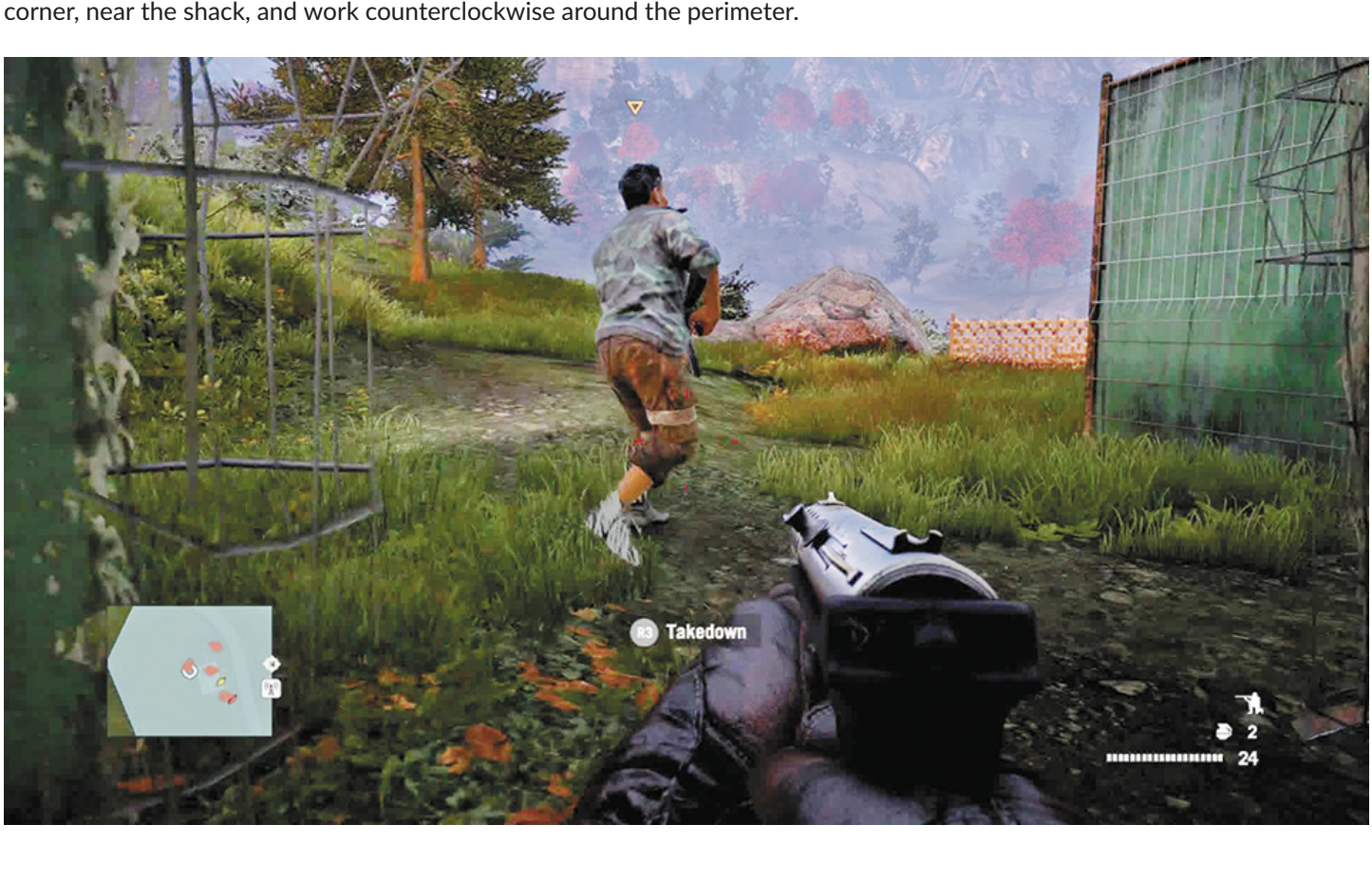
Killing the commander is easy. He stands right at the loading platform, in full view from a full 180-degree arc. However, his underlings are arranged all around, so looting and moving his body without anyone noticing is a much tougher proposition.

You have two basic options. One is to insert just as you did before, sneaking in through the green fence around the warehouse or dropping through the hole in the ceiling. Just make sure to tag the guard to the west of the warehouse, because he'll wander in and out and has a great chance of seeing you.

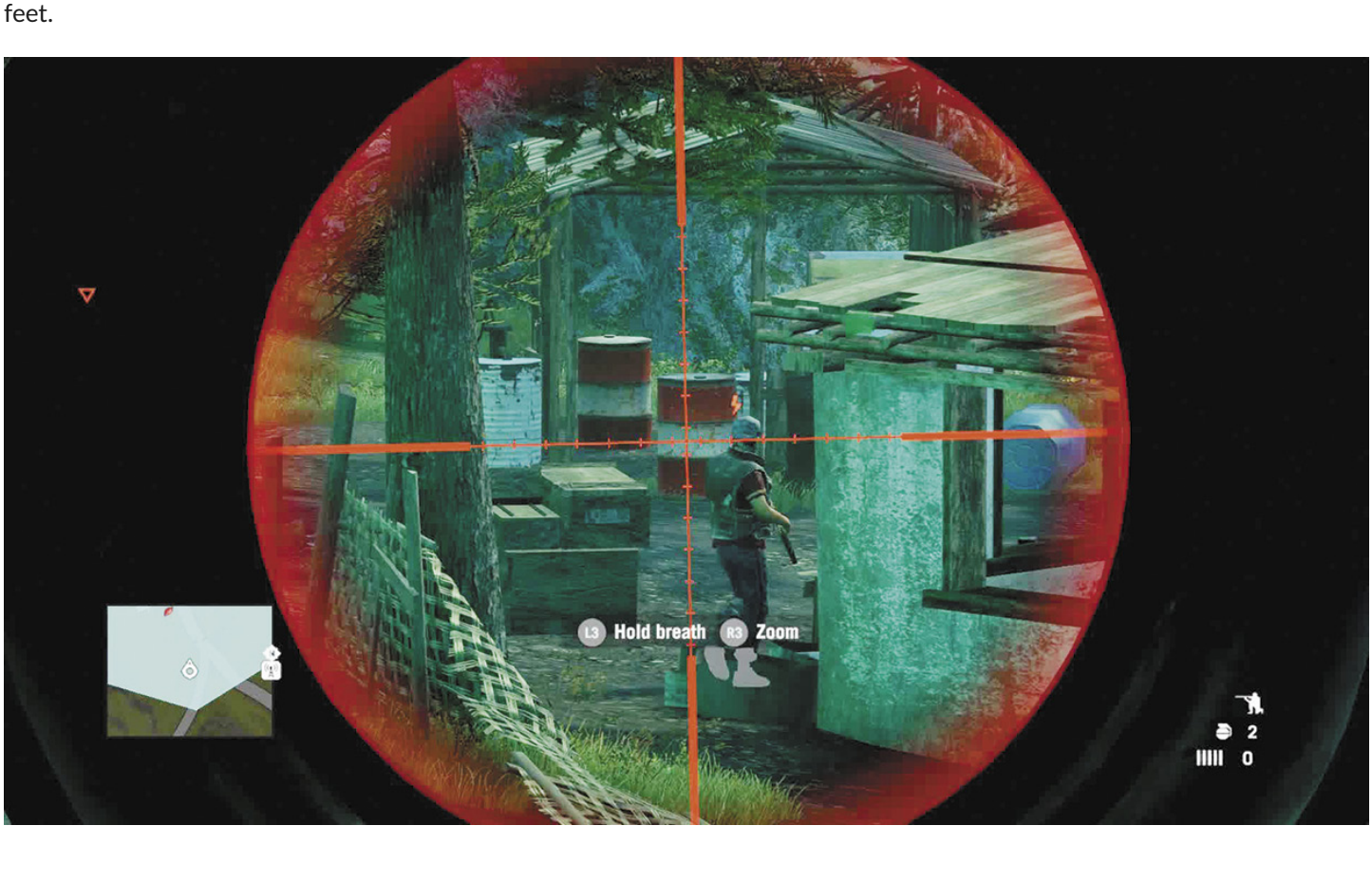


There's also usually a guard inside the building with the commander, so you'll have to deal with him. Your thrown rocks are key here, as they can pull guards into safer-to-kill locations and even get the commander to move away from the open doorway, where too many outsiders have a chance of seeing you nab him.

The second option is to systematically wipe out any enemy who could see you commit the act. We'd start on the northeast corner, near the shack, and work counterclockwise around the perimeter.



Our favorite trick? Snipe the explosive barrels across the lot, then slip into the warehouse and plant C4 when everyone runs to investigate. Once they reset, snipe any potential witnesses from the roof and then blow the C4 at the commander's feet.



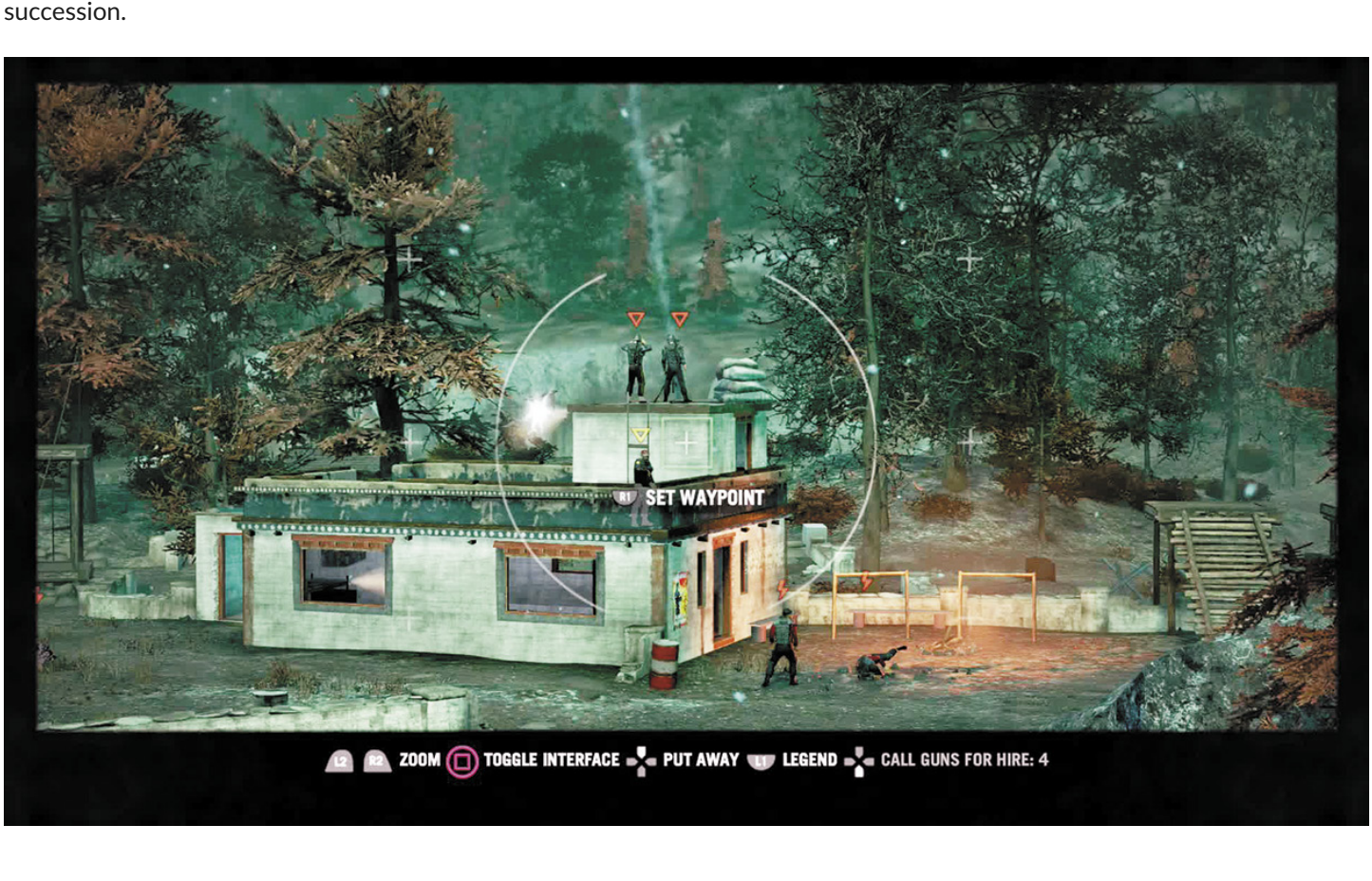
If you have it, the Drag Takedown move is very useful here. With it, you can immediately pull the commander's body back into the warehouse. Without it, he'll fall off the loading platform, forcing you to jump down and carry him all the way around the warehouse, in full view of anyone left alive.

LHUMTSE BARRACKS

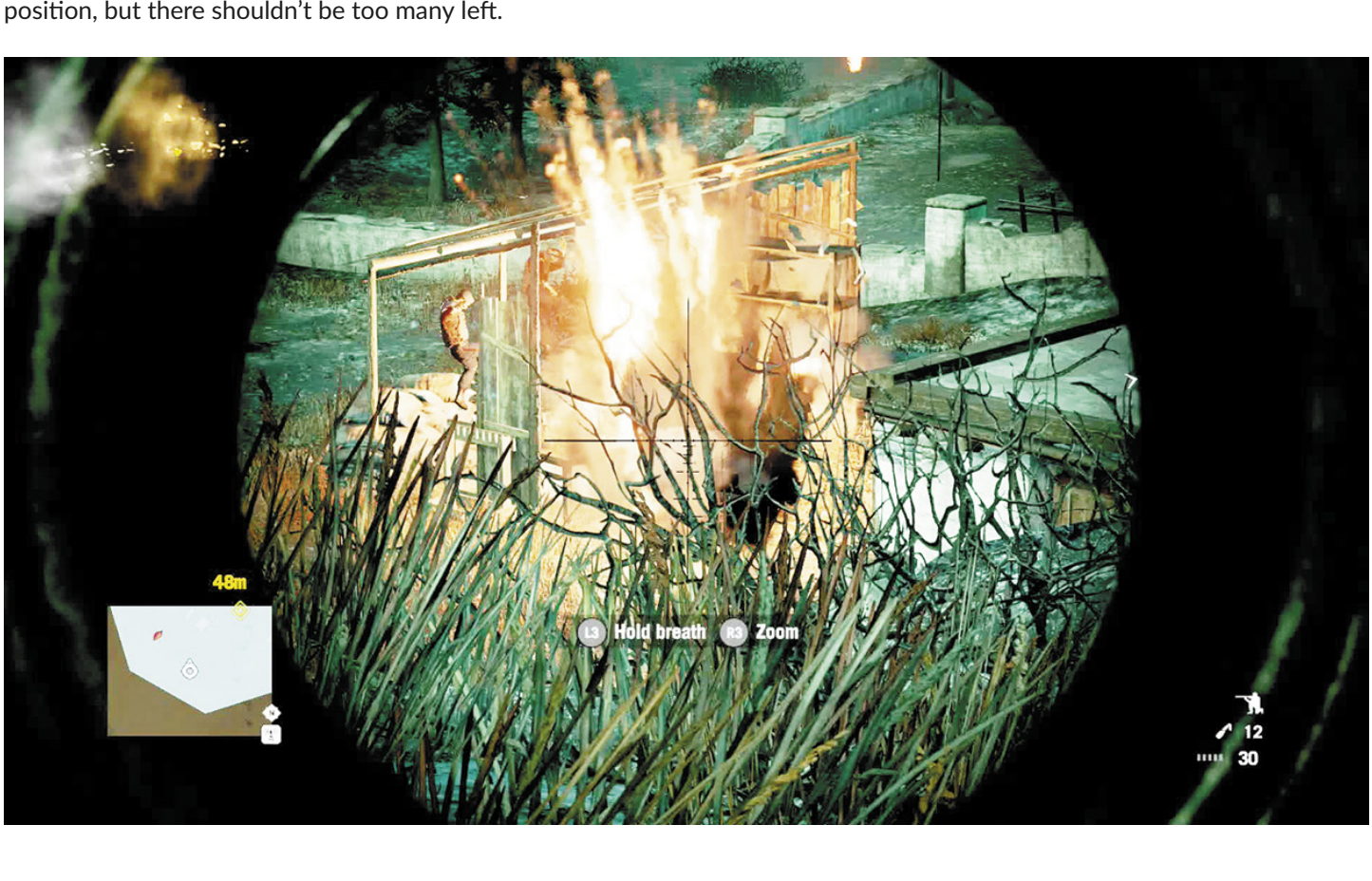
Location: **x:784 y:602**

Long sight lines exist in this location, making it one of the more challenging stealth approaches. And the yard filled with pumped-up chargers doesn't help a bit.

So forget stealth and go for speed. Set up on the rocky hill to the northeast and grab a silenced sniper rifle with a decently sized clip. Use it to pop the two mortar operators, the commander, and the barrel at the base of the building all in quick succession.



Next, sweep south and hit the explosive barrel near the guard post, then peg the chargers who are probably now looking around the yard wondering what happened. You may have to move around a bit to keep them from zeroing in on your position, but there shouldn't be too many left.



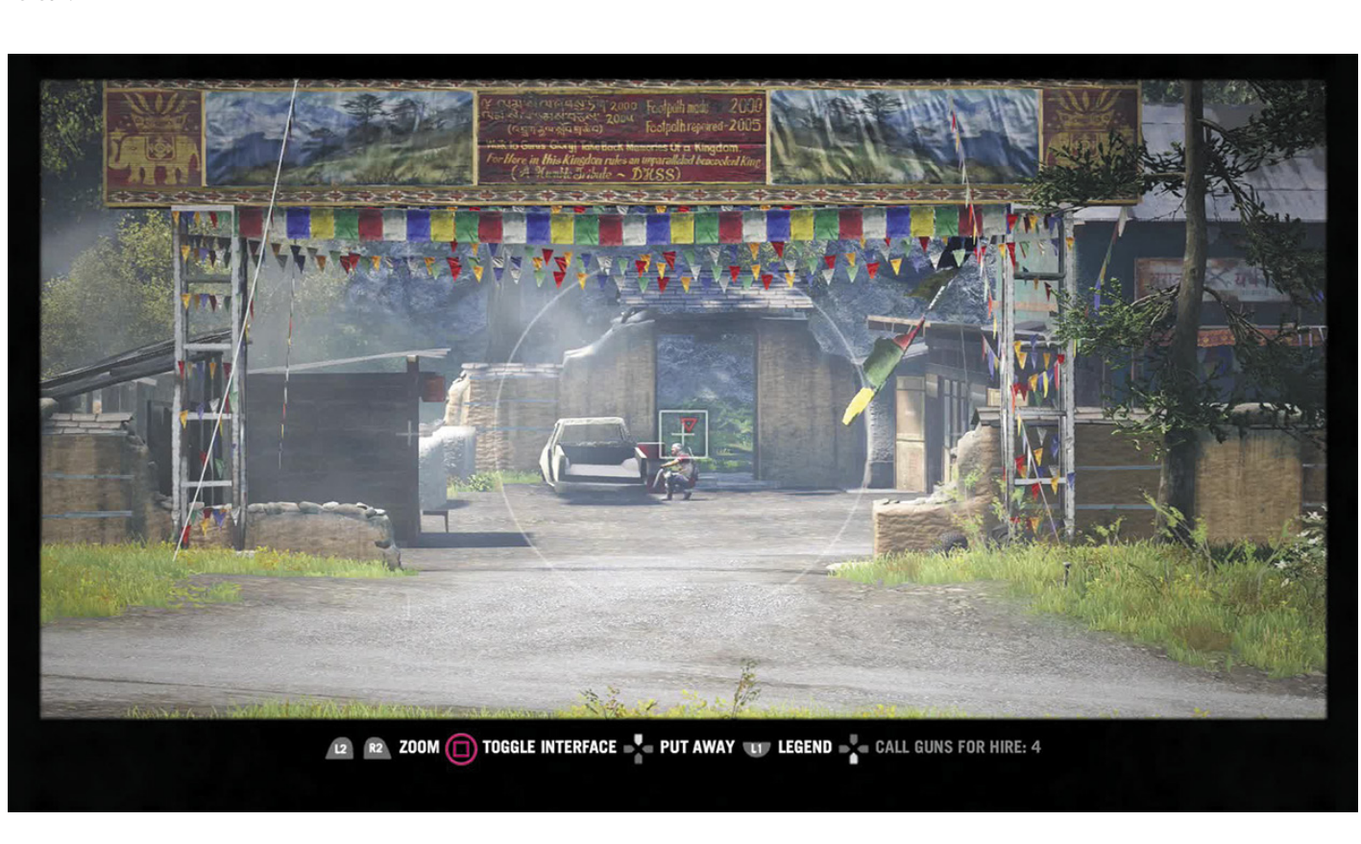
Once the area's clear, slide in, take and loot the commander's corpse, and slip away.

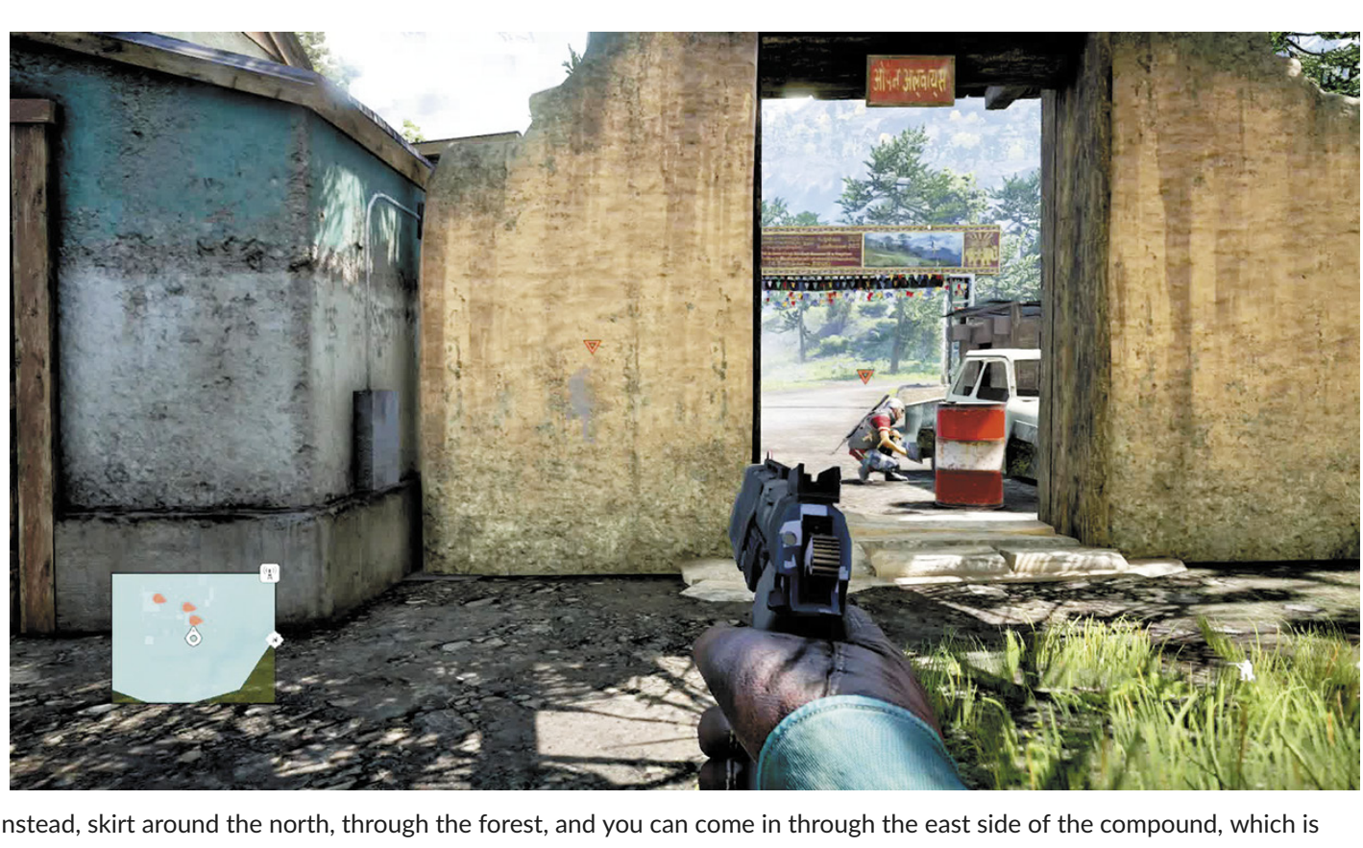
PRANIJAGAT SCHOOL

Location: **x:348 y:623**

First things first, get off the road. The commander is about to come up the road in a truck and, if he sees you, the quest fails.

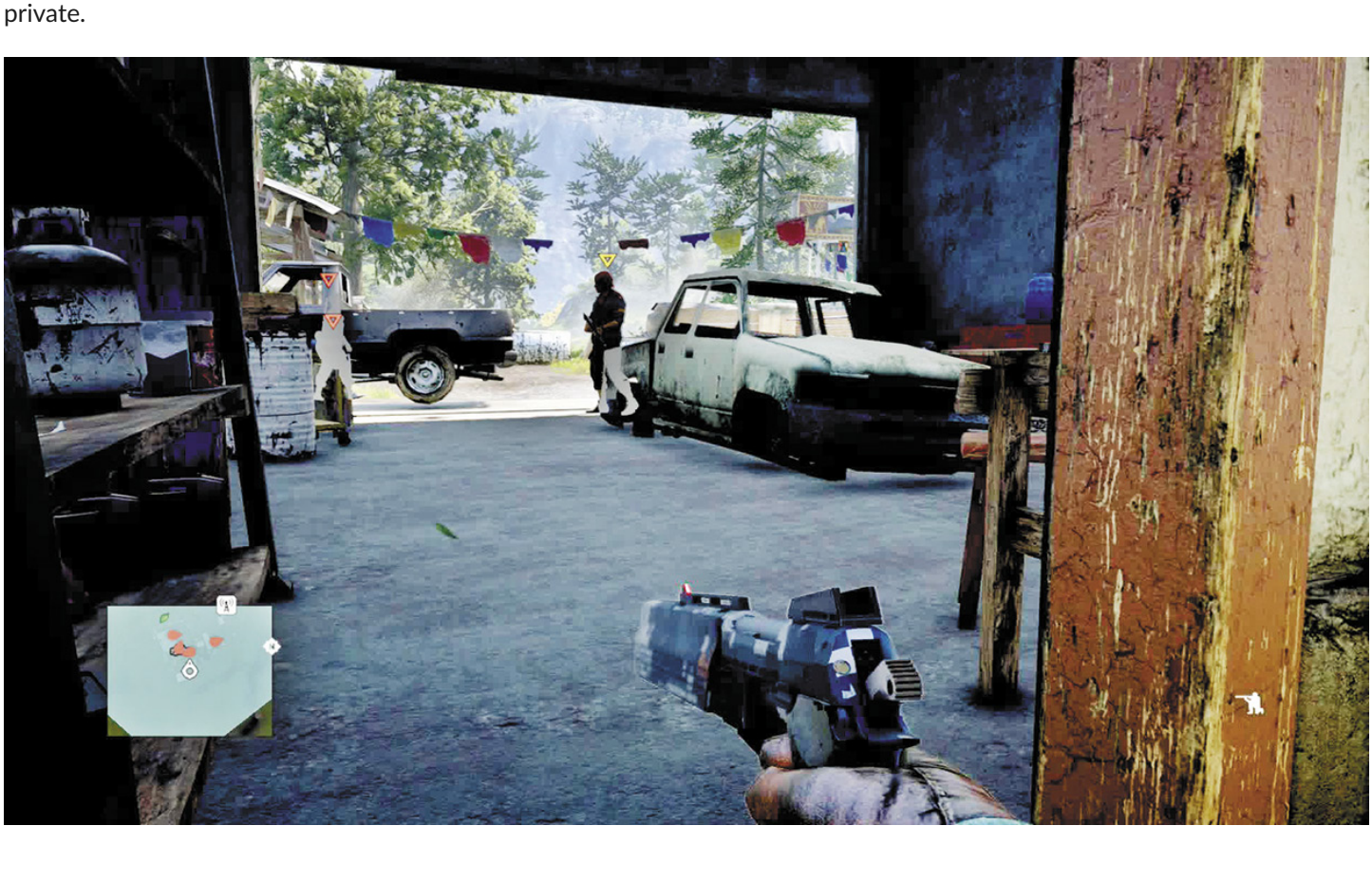
Going in through the front arch is risky, but if you don't care about stealth there's a barrel right beside the guard working on the car.





Instead, skirt around the north, through the forest, and you can come in through the east side of the compound, which is patrolled by a single guard.

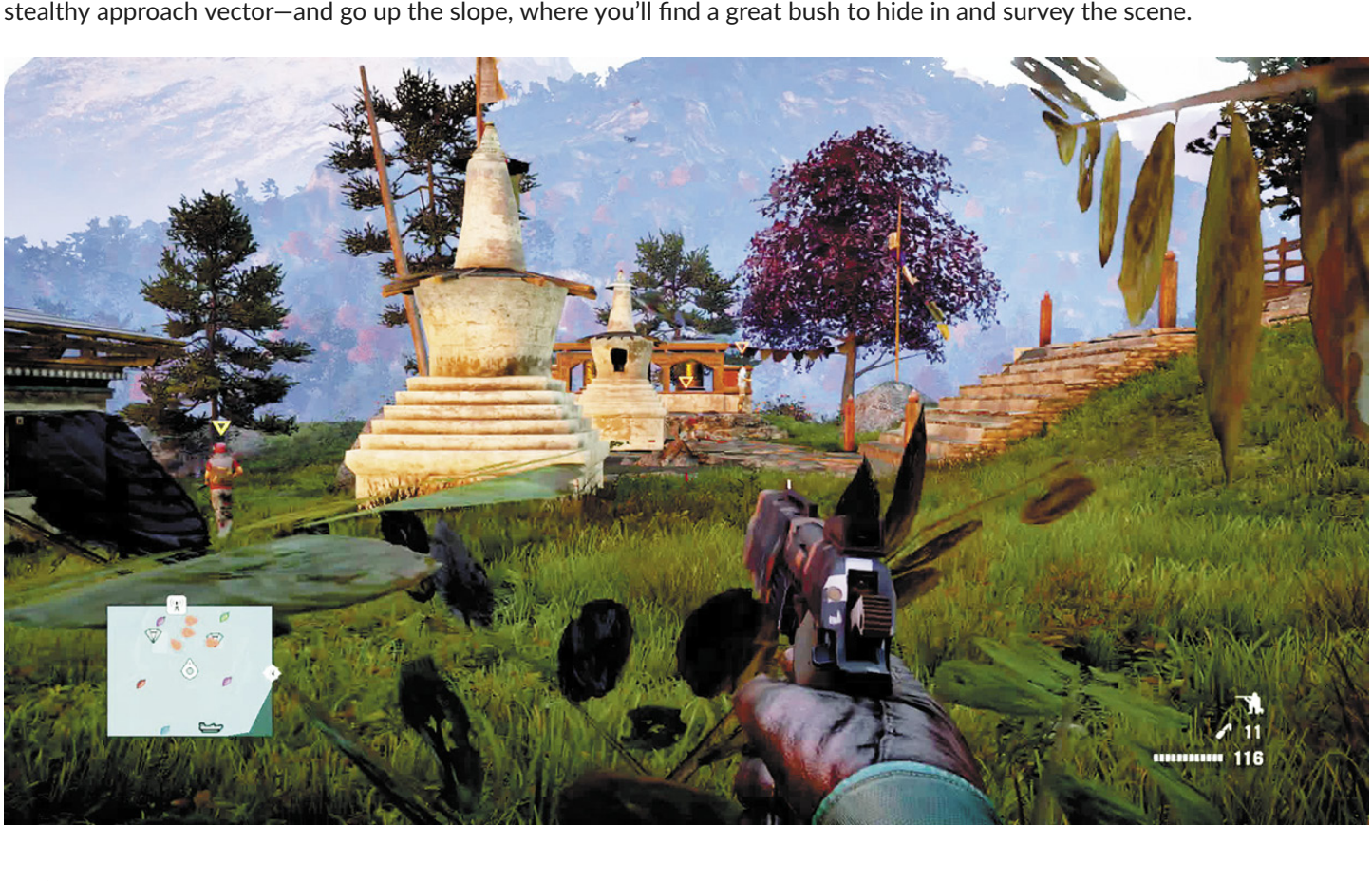
The commander's in plain view of everyone, so your chances of a stealth takedown are limited. However, if you're patient, he'll wander alone into the garage. Once he does, you can use thrown rocks to lure him out back and take care of things in private.



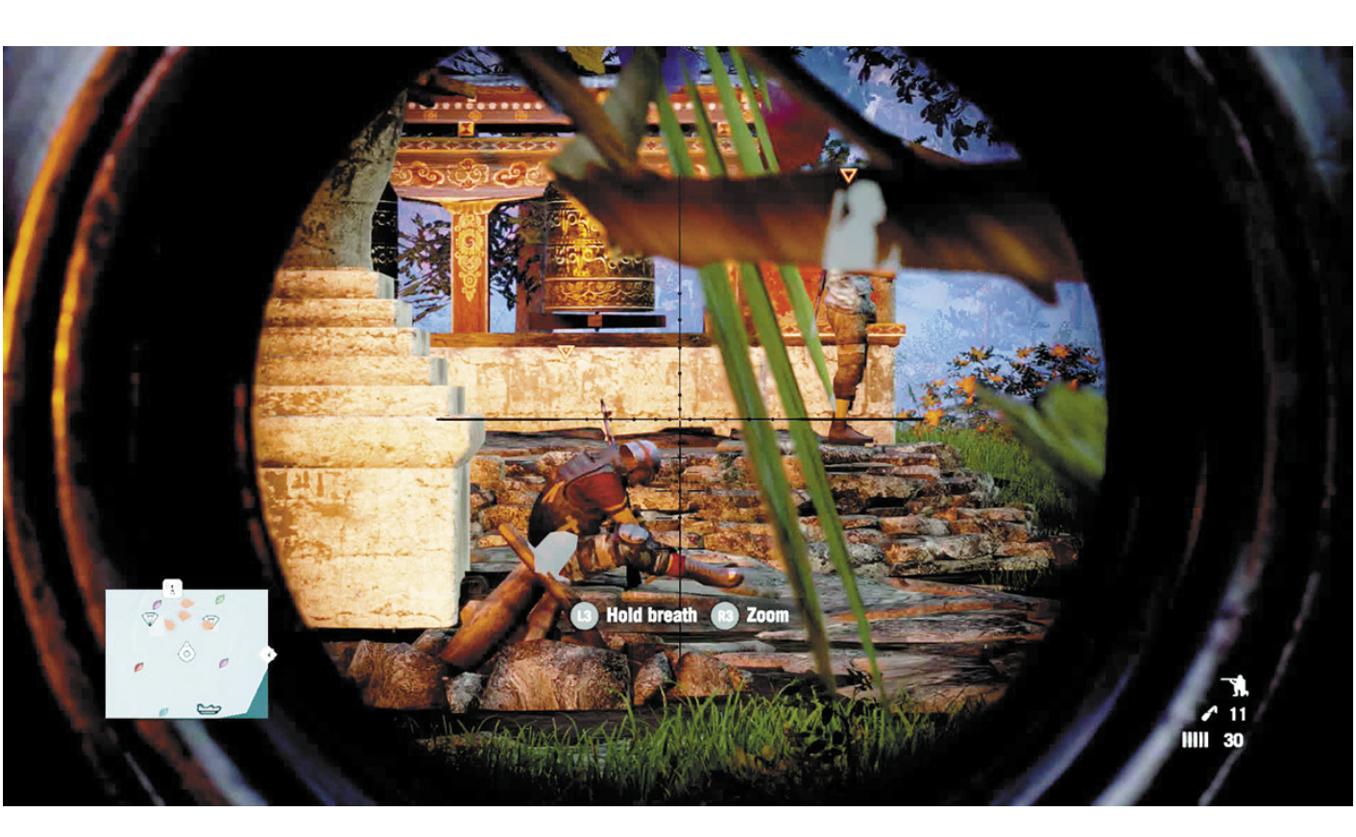
ROCHAN BRICK CO. SHIPPING

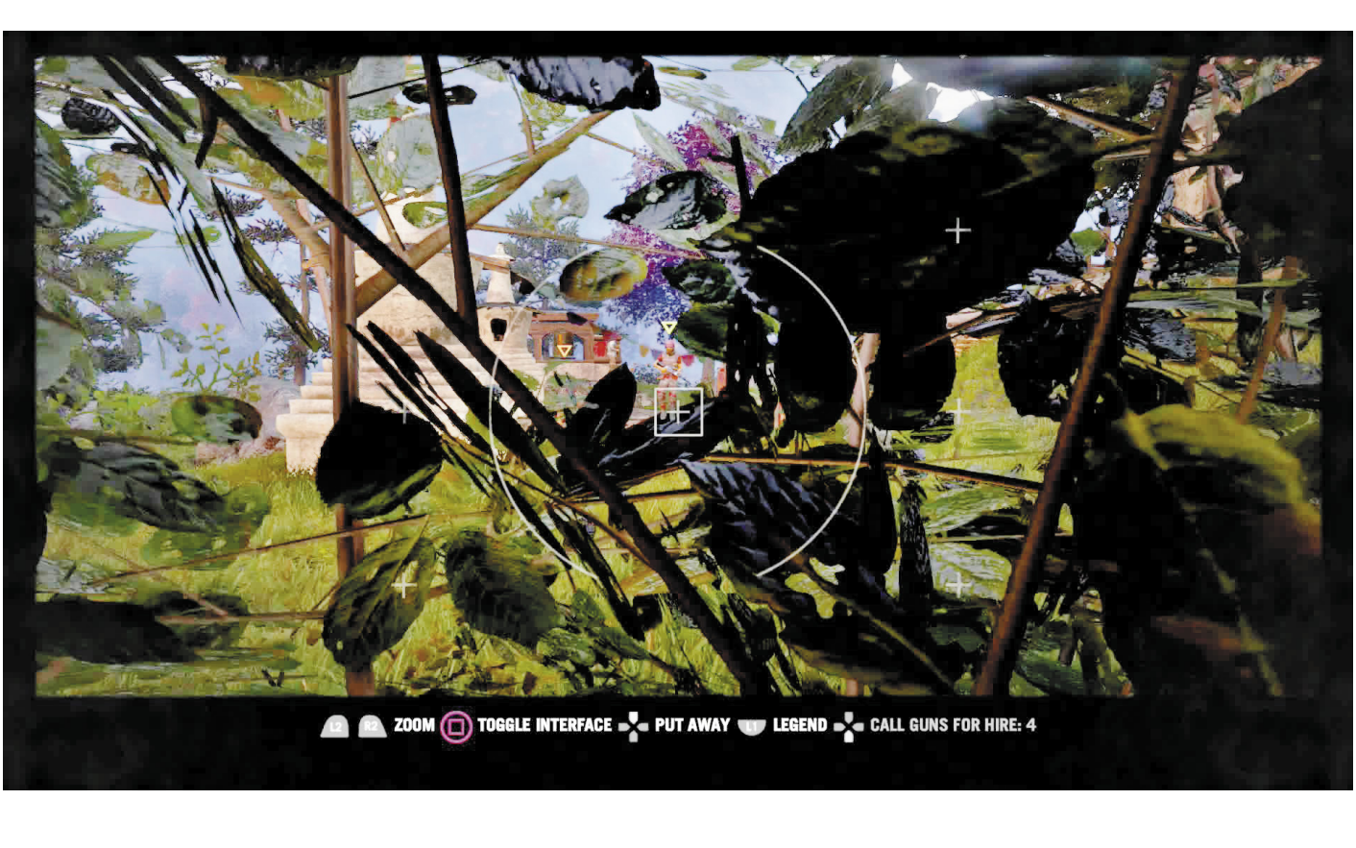
Location: **x:392 y:504**

As you approach the island temple this quest sends you to, veer south of the east-side stairway—which just isn't a very stealthy approach vector—and go up the slope, where you'll find a great bush to hide in and survey the scene.



You'll see a grand total of four enemies, which makes this a pretty simple quest whether you want to go stealth or sniper. If you're going stealth, just stick to the edges and draw your targets out (the shack to the south has a very close body-dumping spot, incidentally). For a sniper with a silenced weapon, it's possible to trepanate all four targets from the safety of your bush if you shoot quickly and accurately enough.

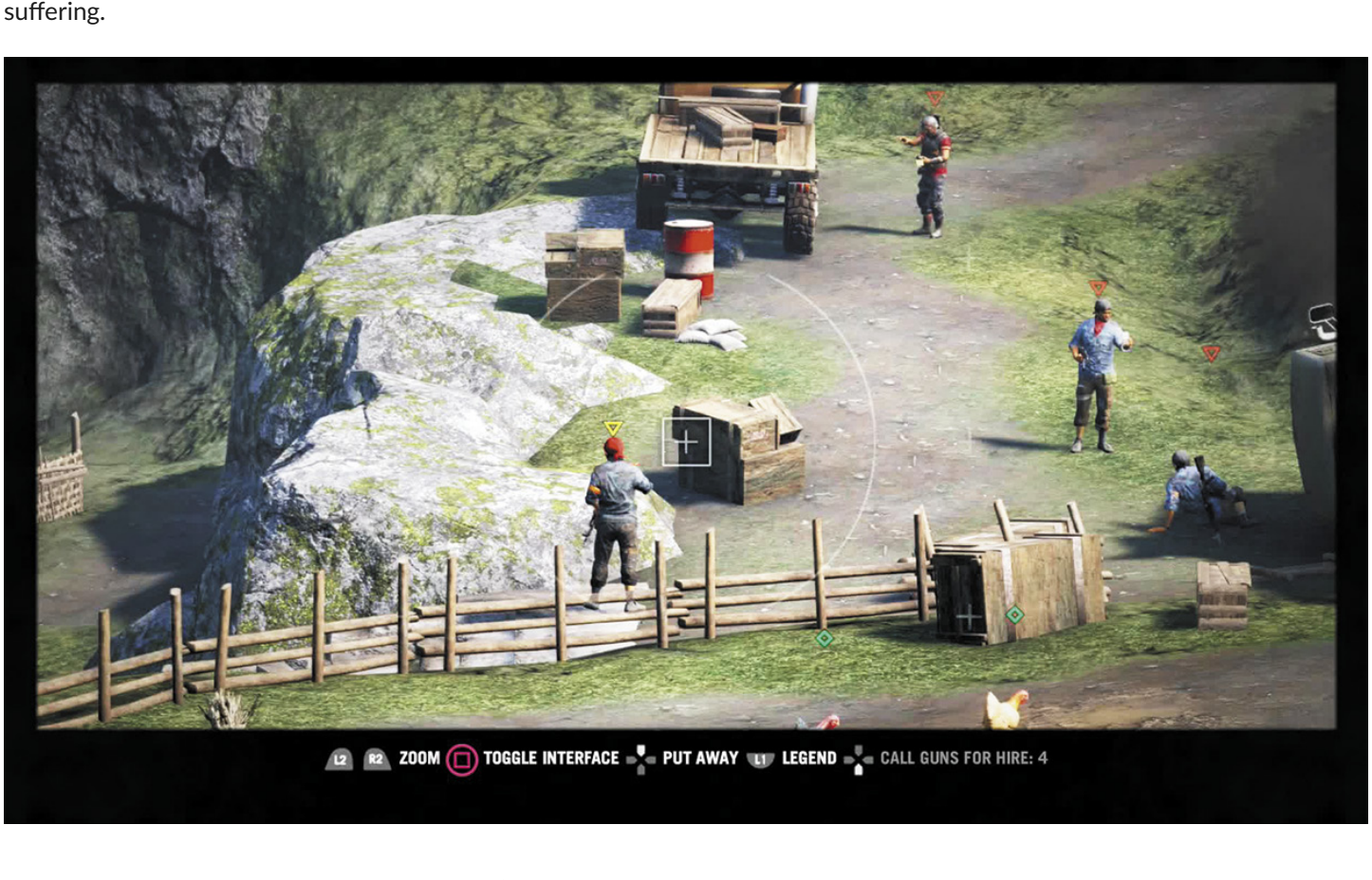




ROCHAN BRICK CO. STORAGE

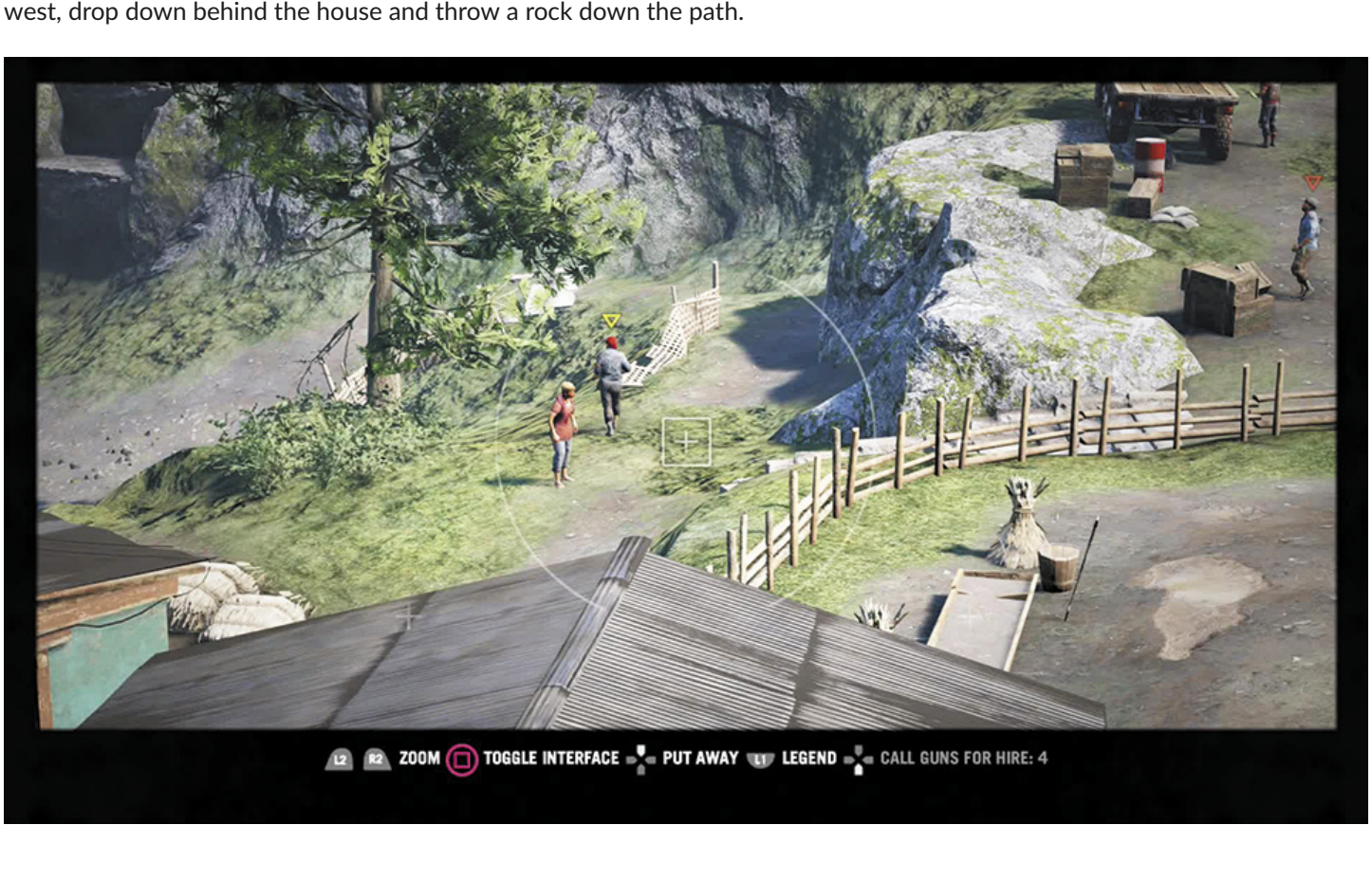
Location: **x:441 y:540**

If you approach the farm from the south, you can get a good view of the chaos from the rocks above. It looks as if the farmers and their animals aren't thrilled with a convoy of thugs rolling through their property. Bet you can ease their suffering.

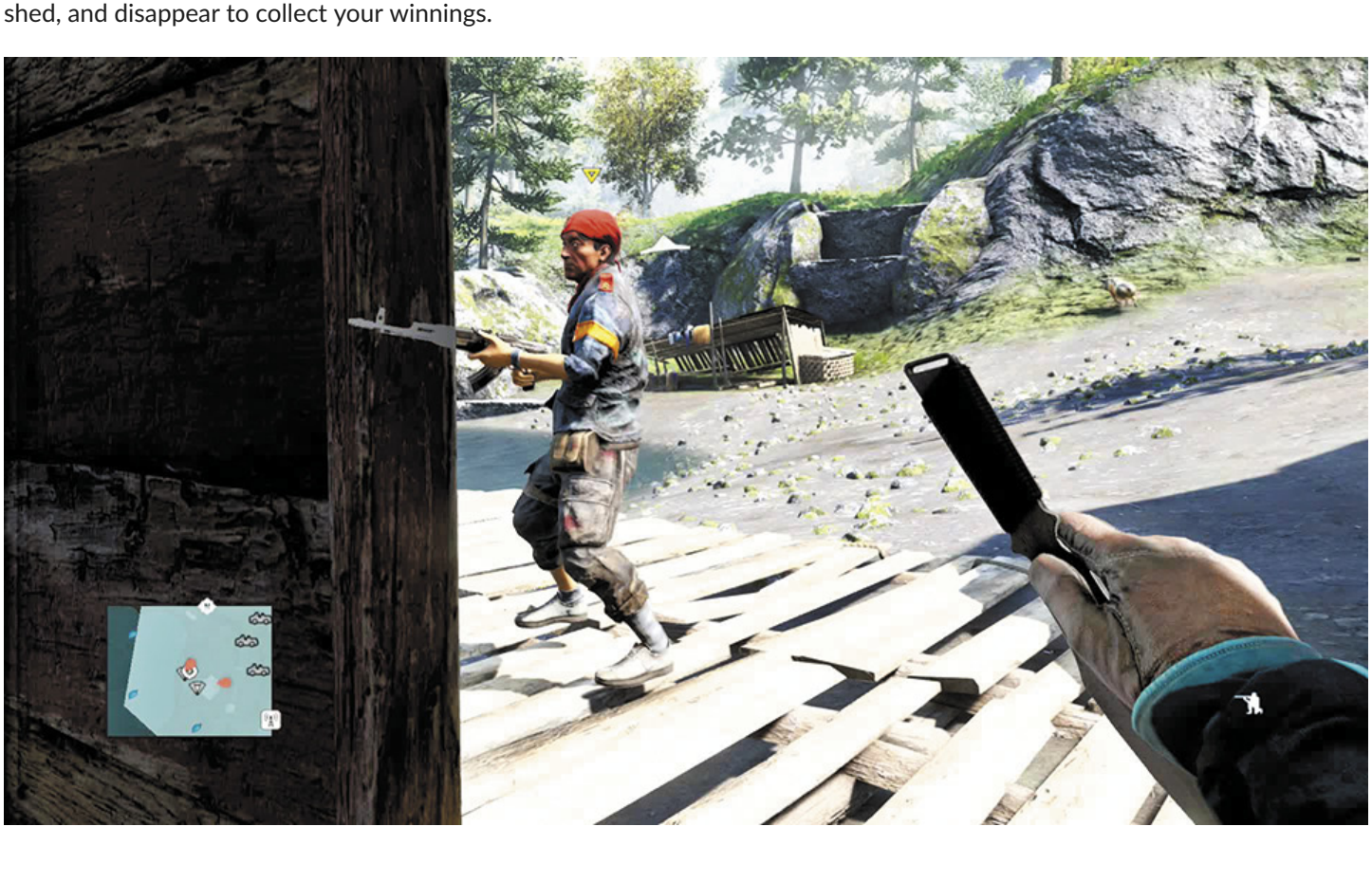


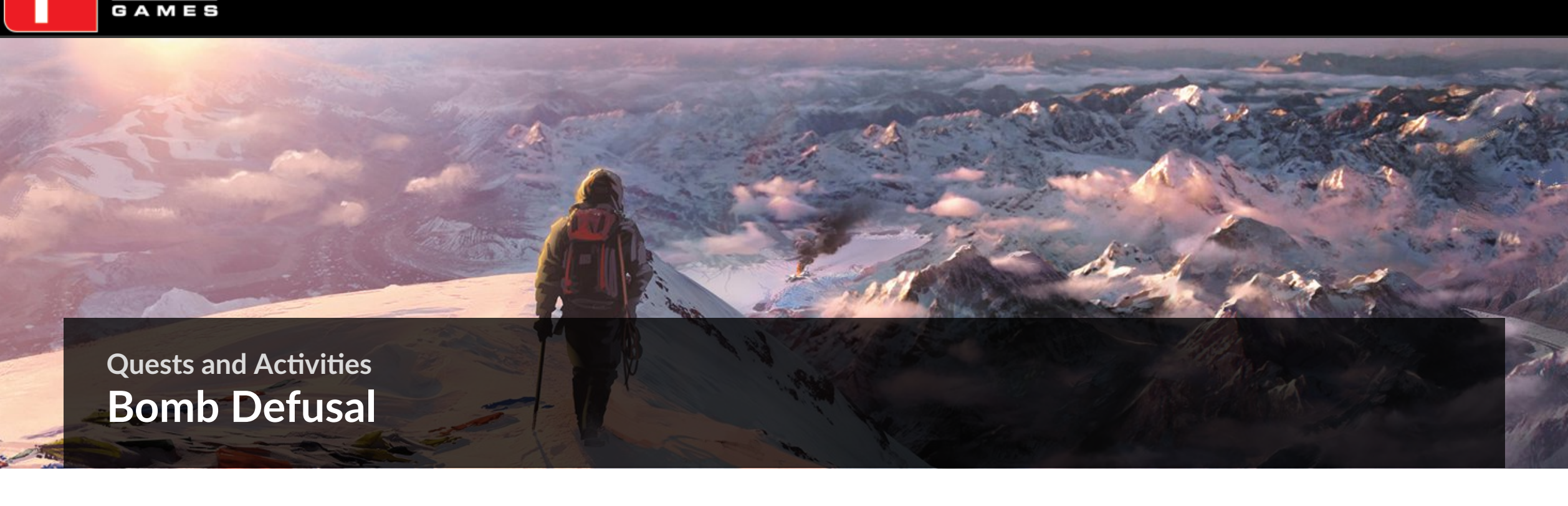
The civilian here is allowed to see you, so don't worry about her. The three soldiers up top are a challenge, but you can completely avoid them.

It's possible to draw the commander behind the house near the water's edge. When he walks onto the lower pathway to the west, drop down behind the house and throw a rock down the path.

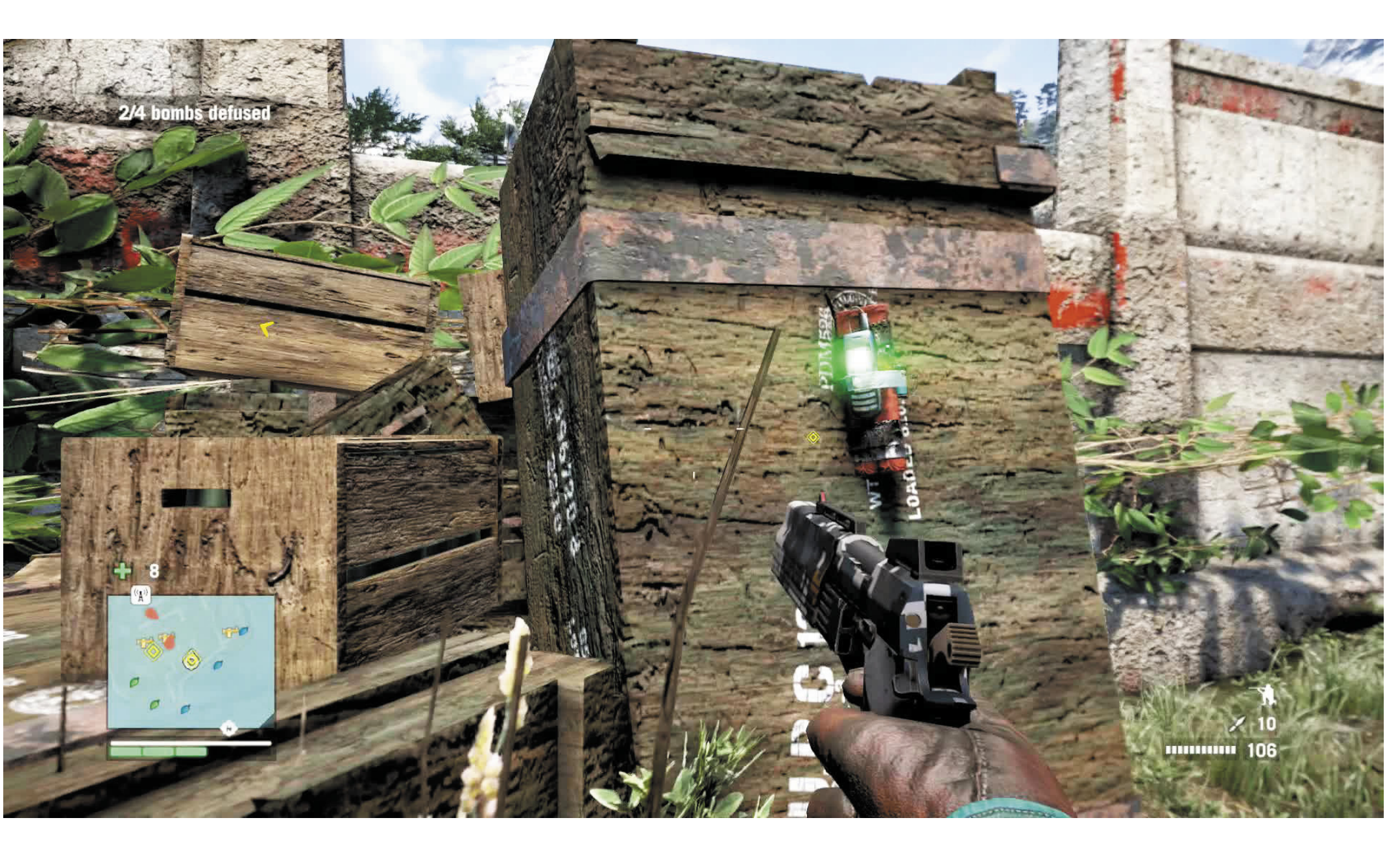


When he investigates, drop to the shed along the shore and keep throwing rocks. Drop him like a stone, toss his corpse in the shed, and disappear to collect your winnings.





Bomb Defusal



You may have noticed explosions are a recurring theme in Kyrat. However, there are some explosions you'd rather avoid.

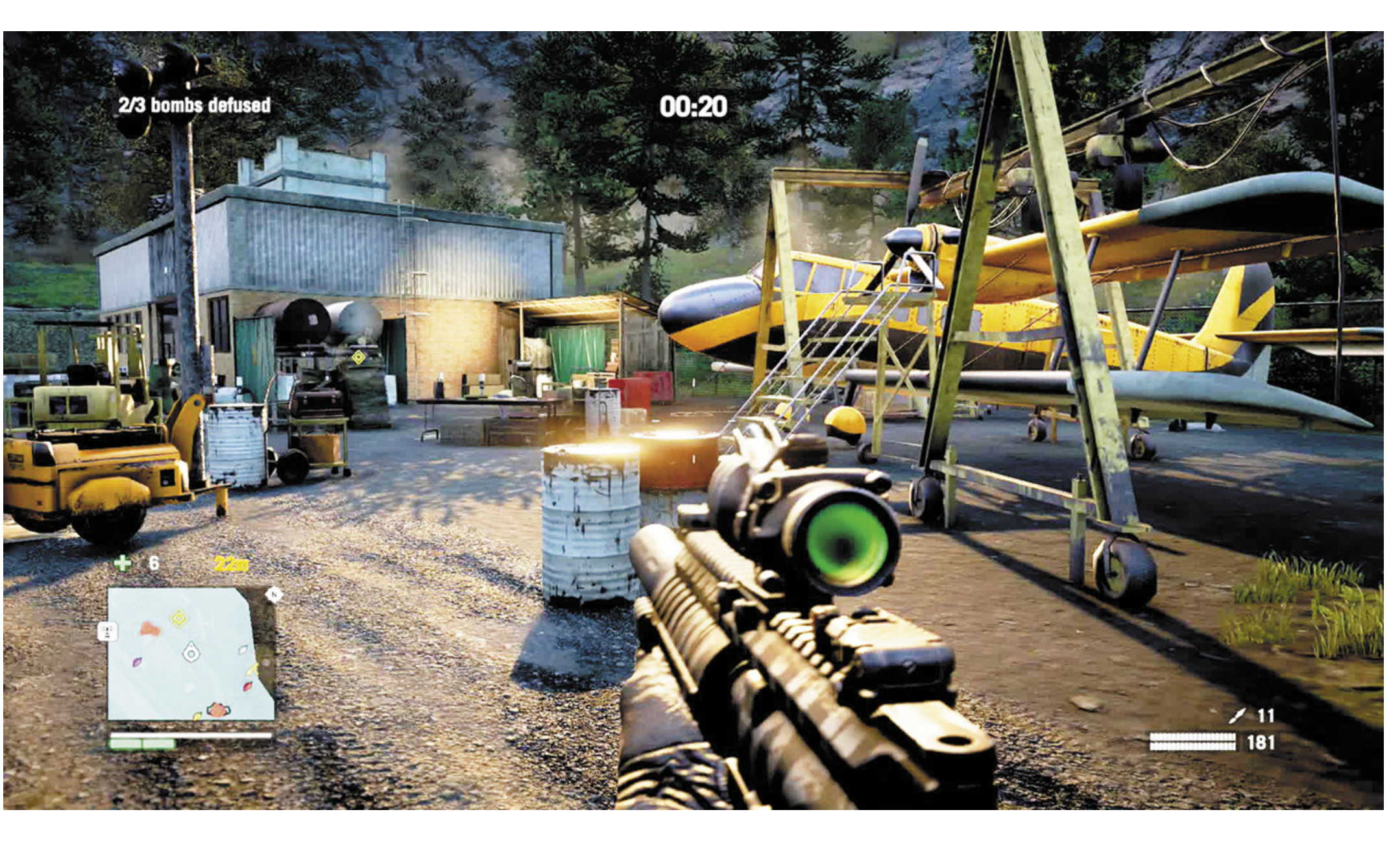
Bomb Defusal quests hold to the same basic premise as the campaign's "Sleeping Saints" quest. You want to defuse all the bombs without getting caught. But if you do get caught, you can still salvage the quest by defusing the bombs before the countdown timer goes off. This last part is key, because it means players who don't want to sneak can conceivably charge in with their trigger fingers on full squeeze and still finish the quest in time. Then again, the timers are often less than a minute, so you'll still have to work very quickly.

TIP

Still have those hunting syringes? They're an excellent way to scout an area for enemies.

It's important to know what you can and can't get away with in Bomb Defusal quests. First, you don't have to hide every body. You can, of course. But you don't have to. If your enemies find a corpse, they'll go on alert, but they won't arm the bombs until they actually see you. Also, once the bombs are all defused, you can get seen all you want even if every enemy is still alive and on the prowl. Speaking of which, you can kill them or leave them alive. The quest doesn't care.

Bomb Defusal quests are listed here in order of the name of the map where they take place.



AIRPORT

Location: **x:273 y:545**

Bomb Locations: On control tower, in trench between hangar and tower, near yellow plane in northeast

Your first target should be the sniper on top of the control tower, both because he has the best chance of spotting you and because he's practically standing on the first bomb.

Once he's down, the options open up. We'd suggest plinking the guards in the control tower yard, then take the tunnel under the runway straight north until you emerge into the trench that runs along the hangar. When you get there, hang a right to reach and defuse bomb number two. Then run east along the edge of the building and through the gap in the fence, so you can slink up from behind on the third bomb and its guards.

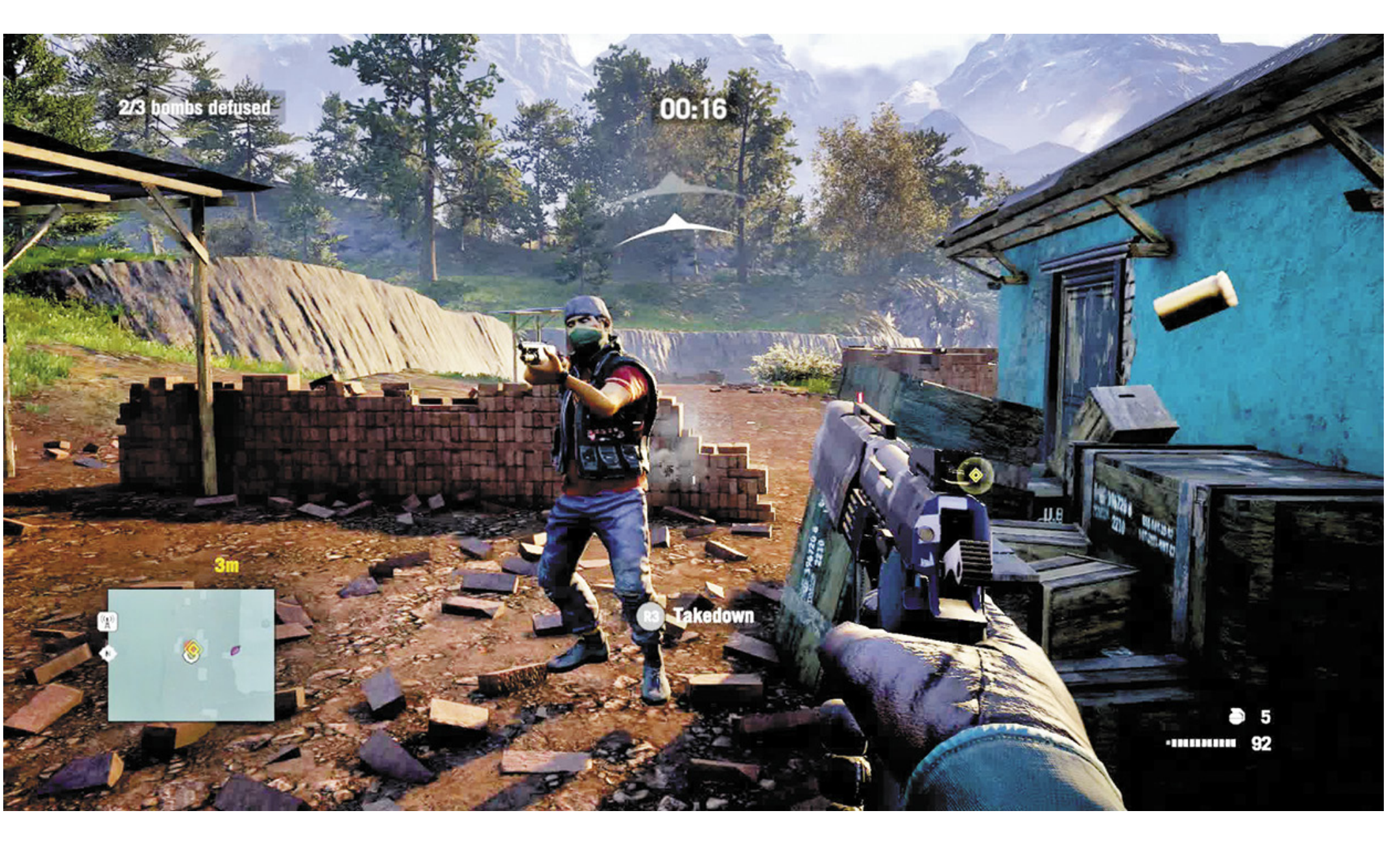
1/3 bombs defused
6

BRICK FACTORY

Location: **x:364 y:537**

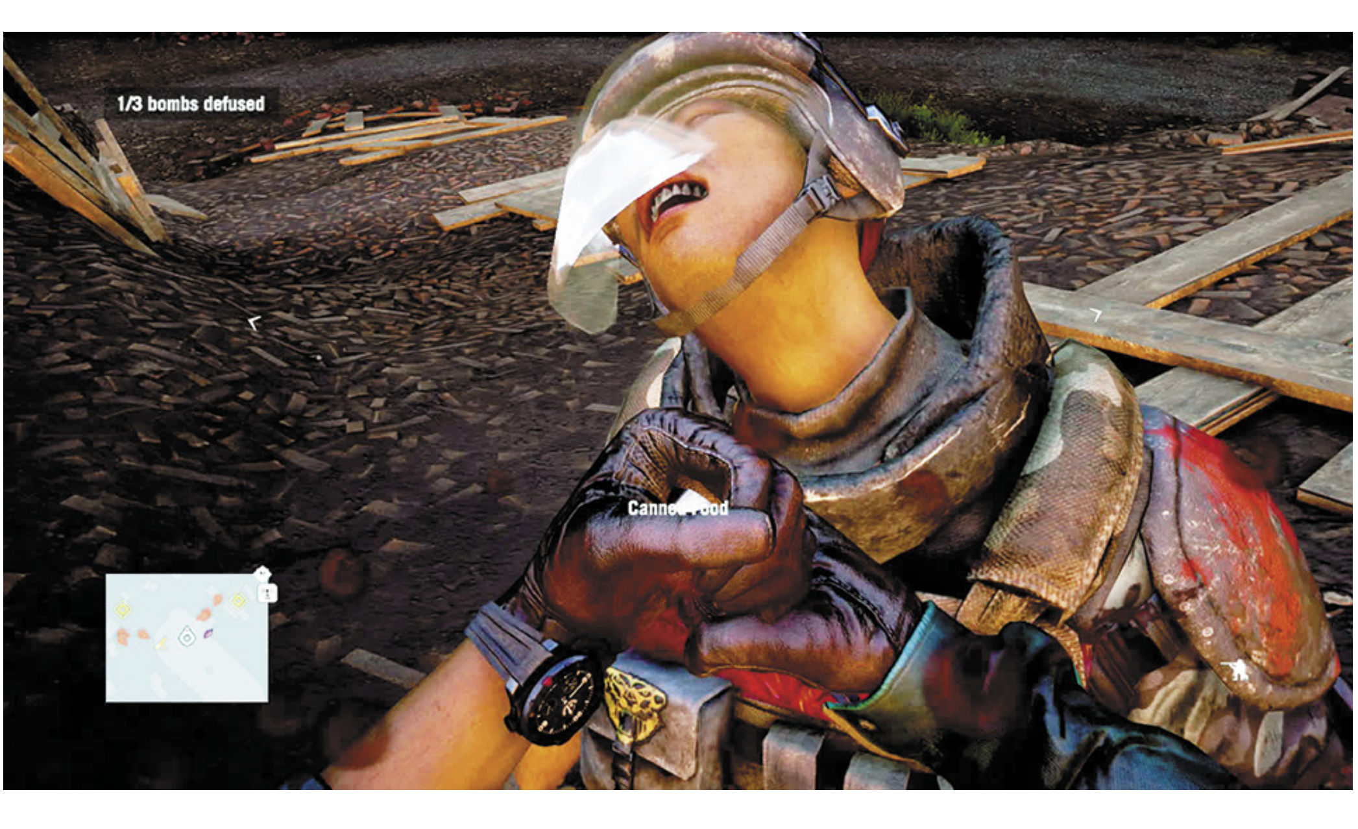
Bomb Locations: On roof at base of chimney, near entry road to east, behind blue shed on north side

You are back at the brick factory, which you either destroyed or liberated in the campaign. The supply of enemies here is actually reduced from the campaign mission, so you shouldn't have too much trouble. Take out any snipers on the roof first thing, then climb up via a ladder or the ramp and knock out the first bomb and any soldiers you find (there should be at least one berserker).



The roof actually makes a great sniping point from which to take out the enemies around you. If you choose your shots and angles carefully, they won't start the timer even if they realize they're dropping like flies. If you are discovered, watch for enemies coming up the ramp (you can hide by the wall and get them in a takedown) and if the timers start, make a dash for the remaining two bombs. You can totally make it.

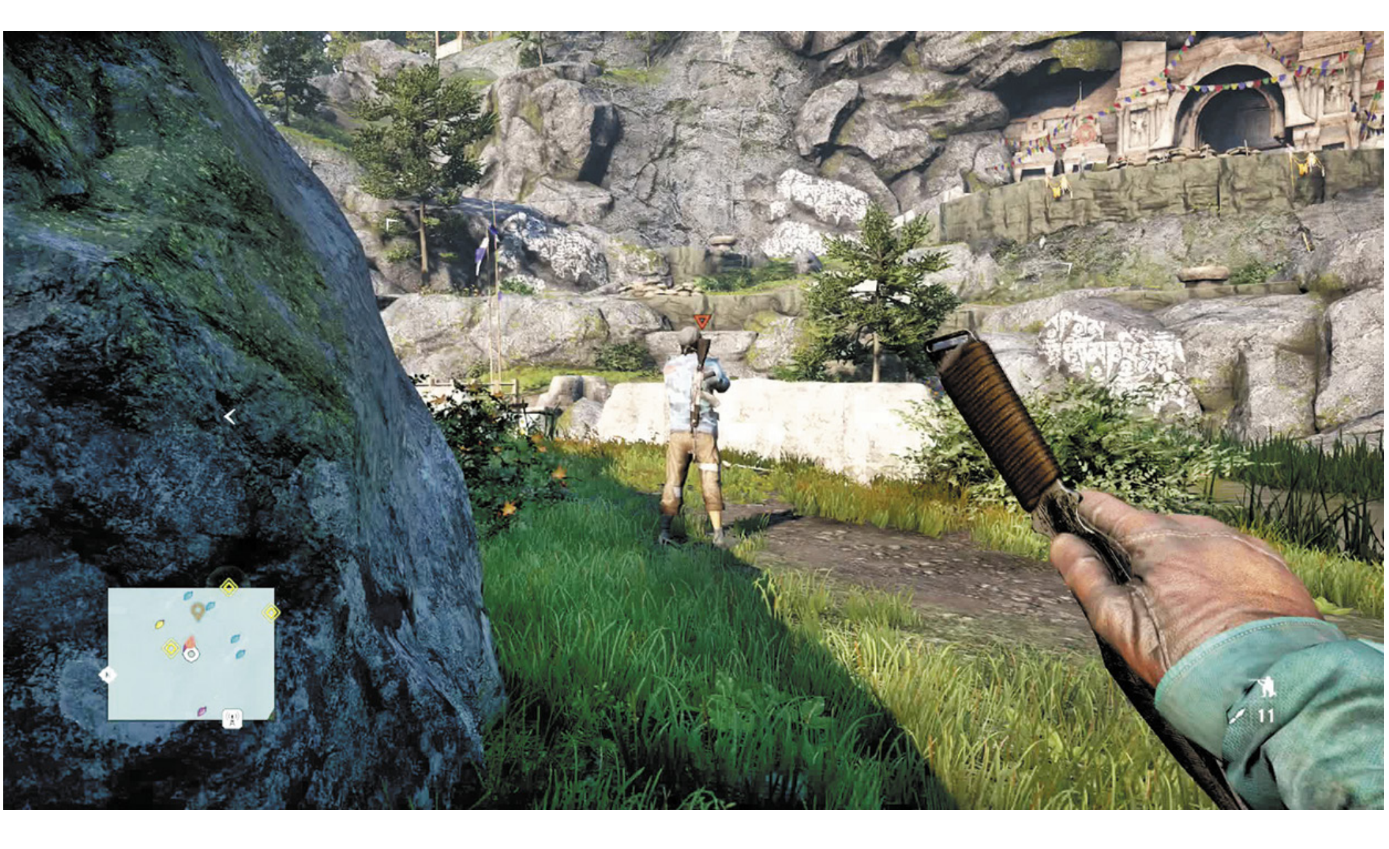
1/3 bombs defused
5
95



CHAL JAMA MONASTERY

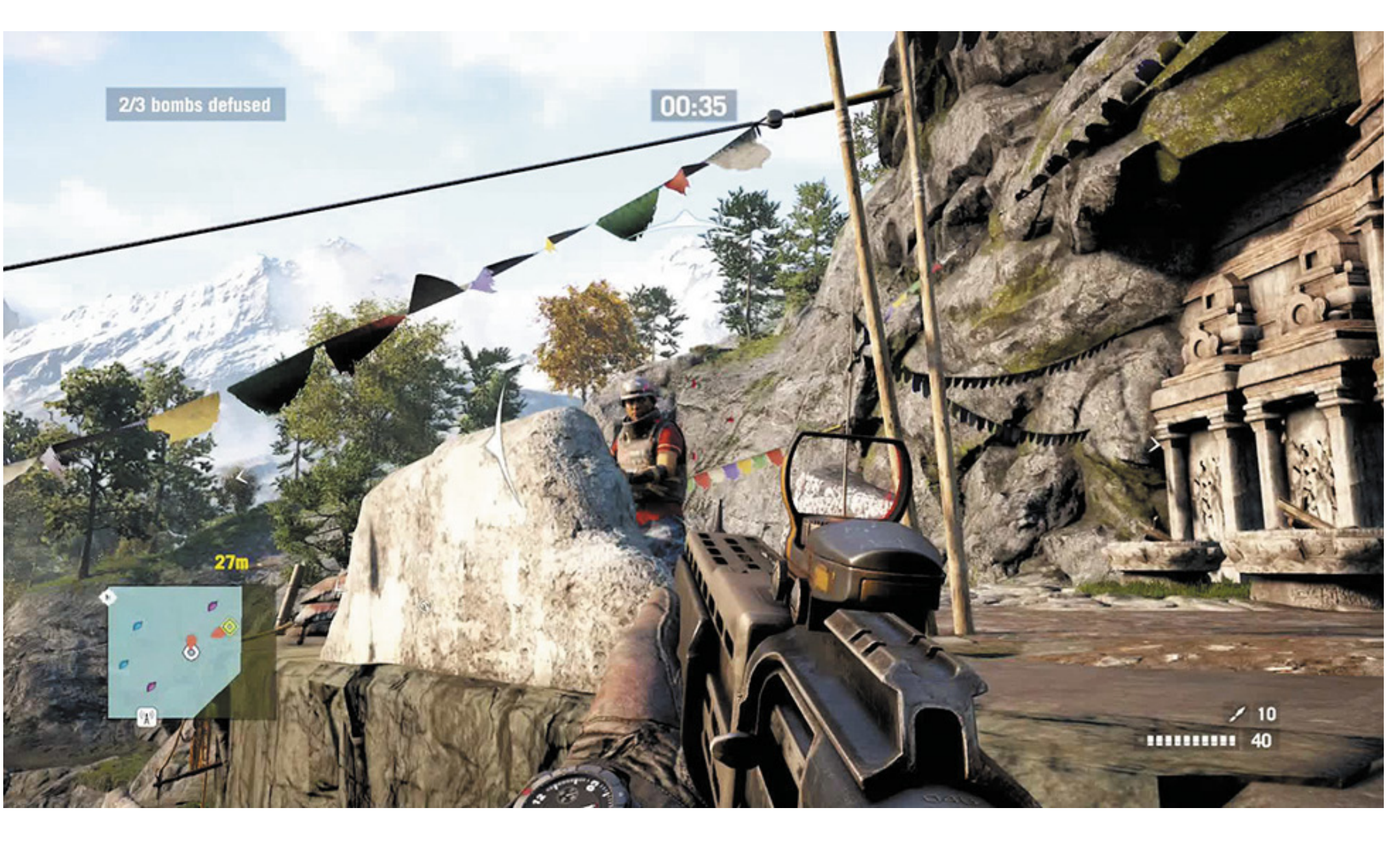
Location: **x:469 y:503**

Bomb Locations: Beside shrine, on crates halfway up west stairs, left of main doors



For a stealth player, the monastery is a challenge thanks to its broad, open sight lines. Scout like crazy (or pop a hunting syringe), bring silenced everything, and use every bit of cover you can.

For a non-stealther? It's one of the easiest runs in the game. Just lock and load a high-powered shotgun, grab the first bomb by the shrine, and bull-rush up the stairs to the other two bombs.

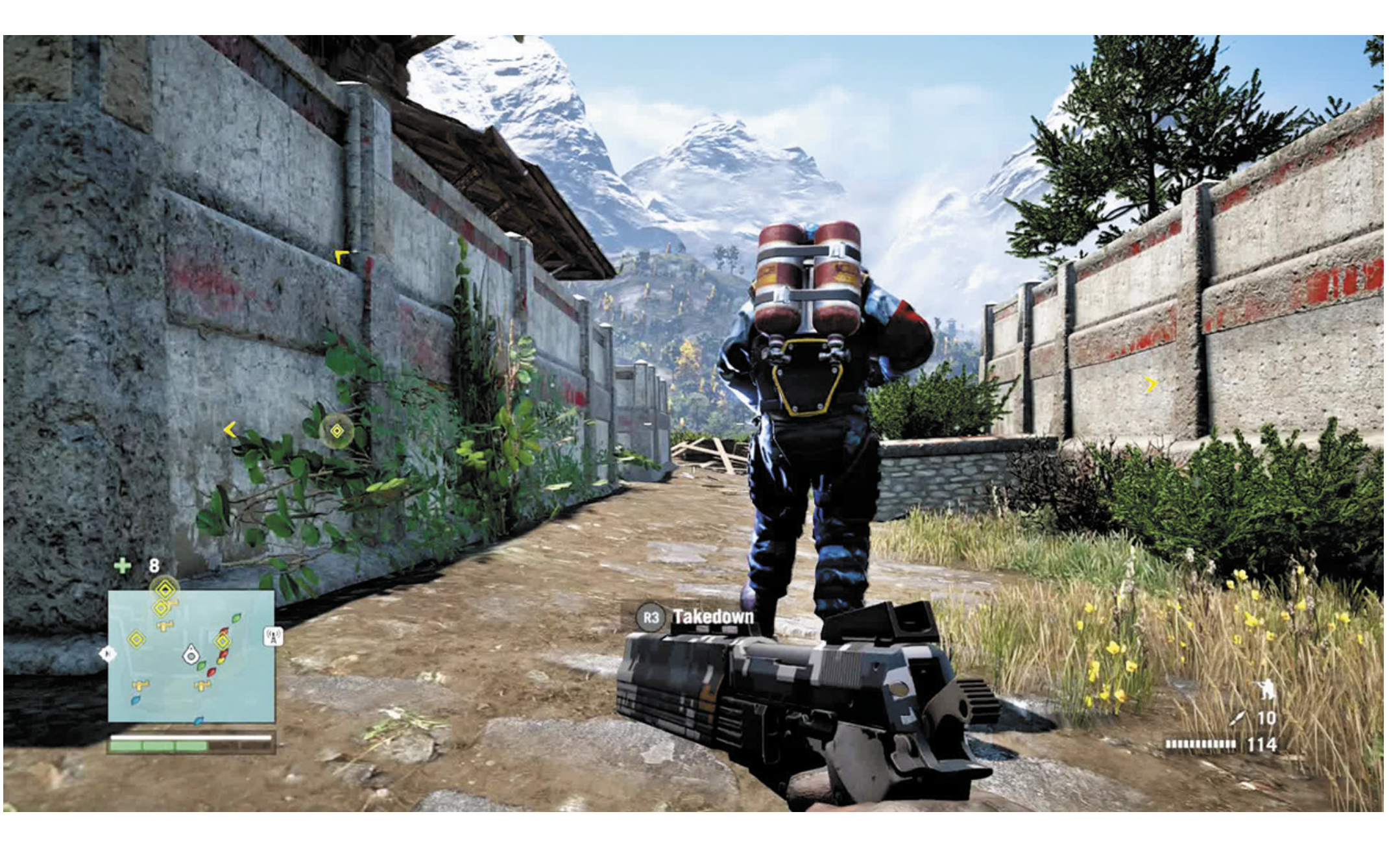


JALENDU TEMPLE

Location: **x:560 y:644**

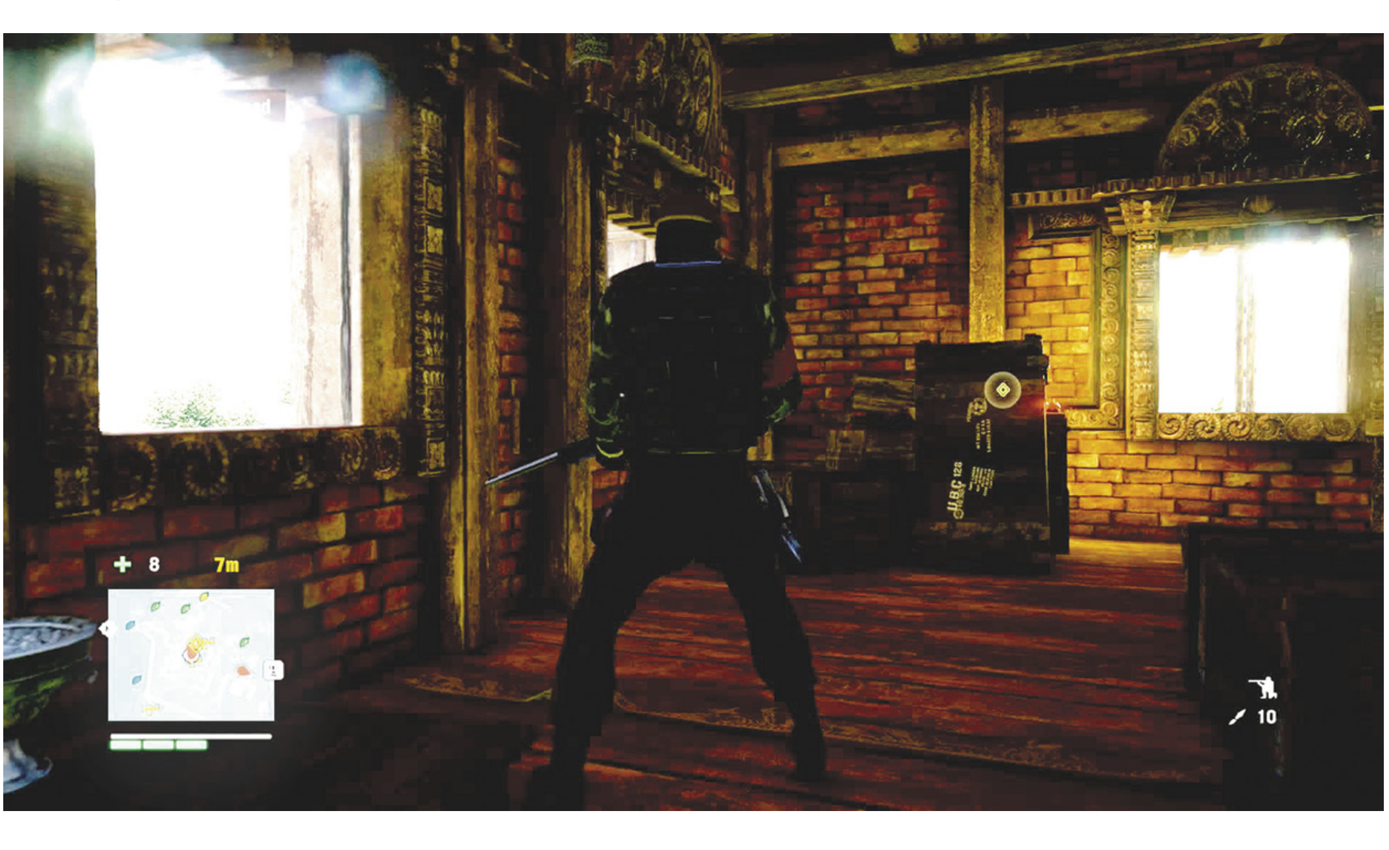
Bomb Locations: Behind stone hut to south, beside well to the east, on crate in north, near grenade launcher in tower

The Jalendu bomb job should feel a little bit familiar to players who followed Sabal's quest line in the campaign. However, this time there are four bombs, not just two. Climb onto the island any way you like, but watch for the heavy flamer on patrol. If he sees you, there's almost no way short of a rocket launcher to kill him before he triggers the countdown. Either avoid him or hit him with a takedown.



It's actually not terribly difficult to stay behind cover while moving around the periphery of the island, so skirt the edges and take out the bombs on the south, east, and north. You will encounter enemies, but usually only one at a time, so you can dispatch them without too much fuss. Keep in mind, though, that these are Royal Guard, so they'll take a few more bullets than the gray-shirted scrubs at some of the other bomb sites.

Once the yard is clear, make your way up the tower stairs to the floor with the mounted gun and grenade launcher. There should be a single sniper there. Take him out and defuse the final bomb, which rests on a crate just inside the balcony that holds the grenade launcher.

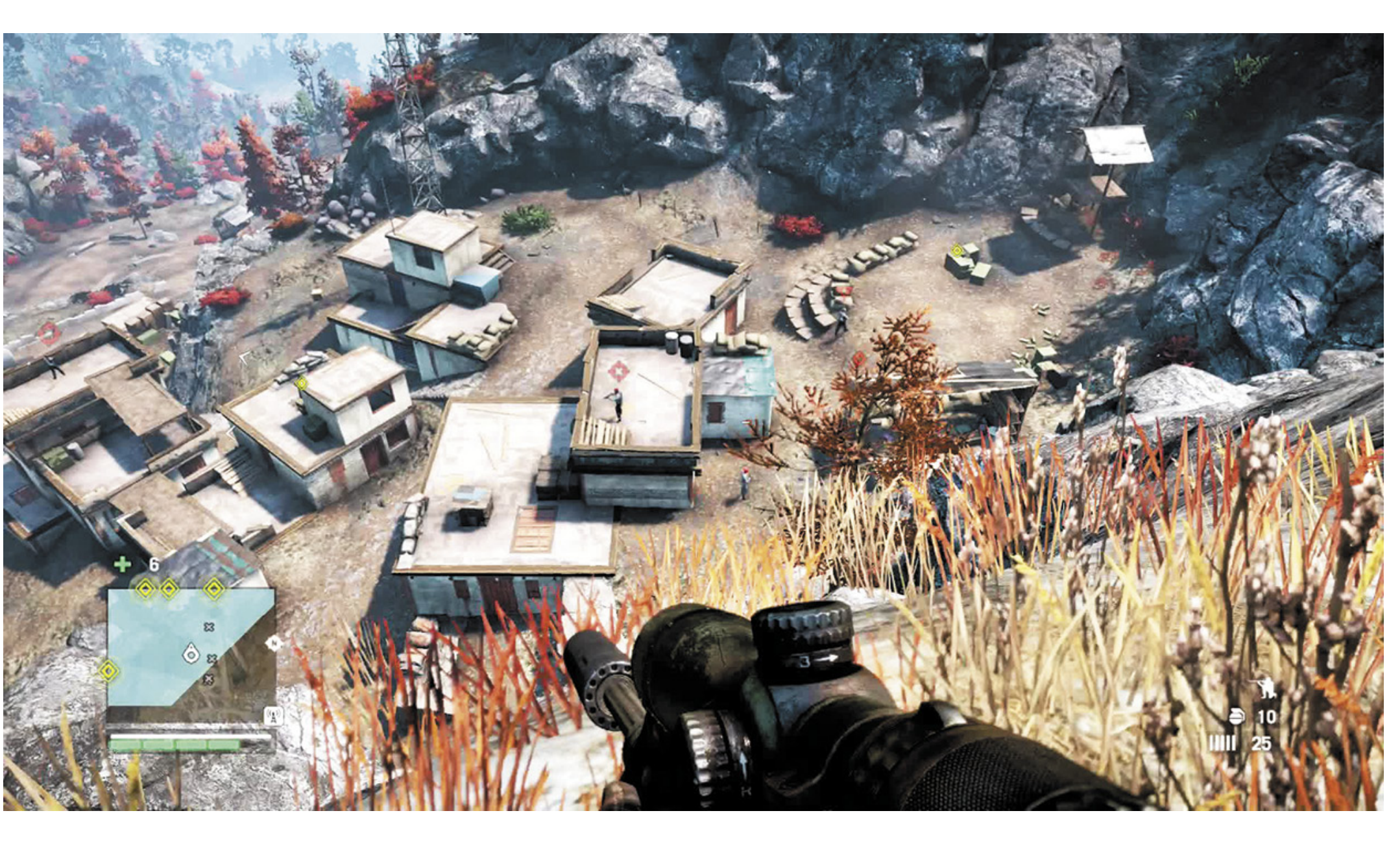


KALESH

Location: **x:753 y:750**

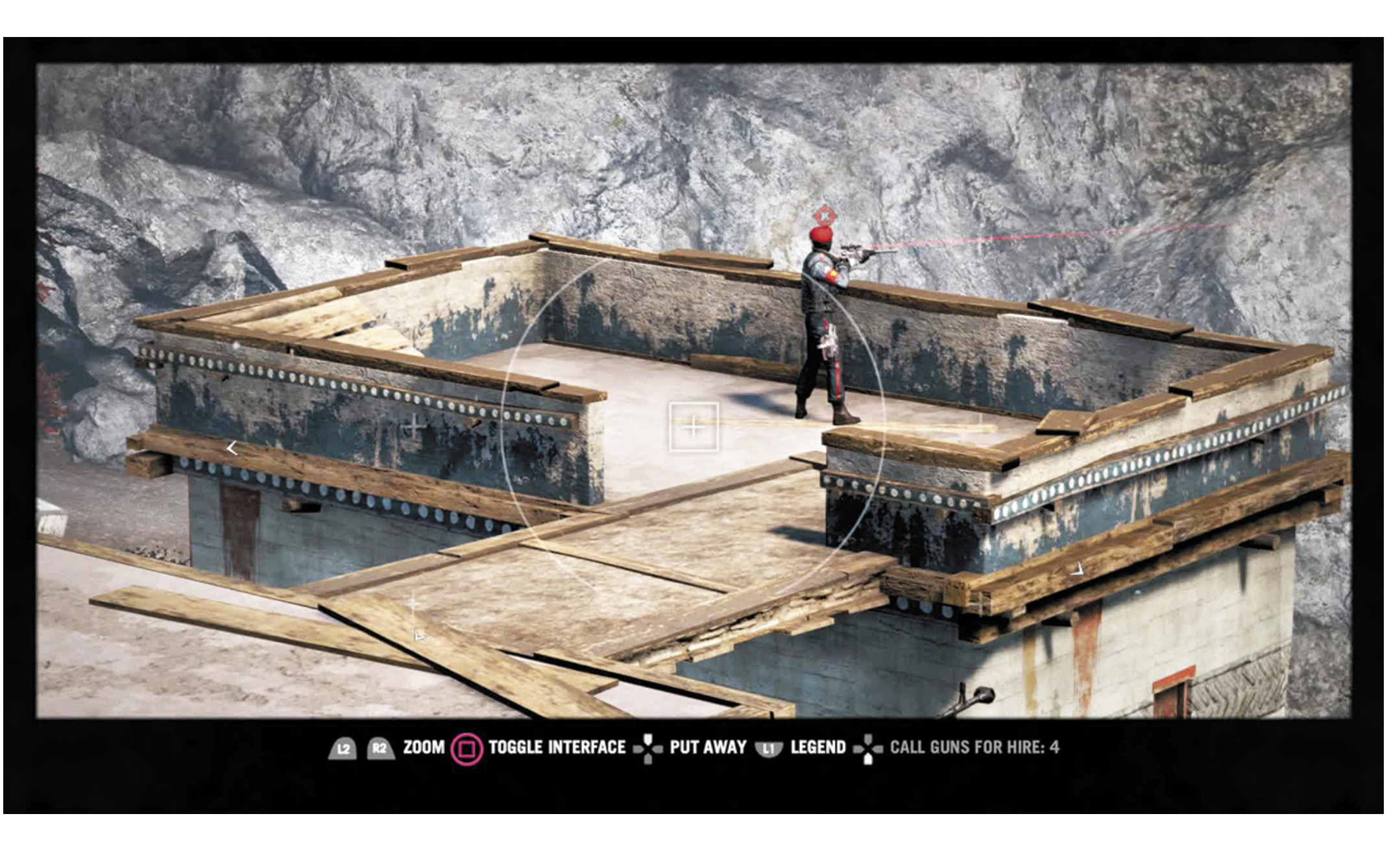
Bomb Locations: On crates in upper northeast corner, on rooftop next to mounted gun near town center, on crates in southeast corner, on crates in northeast

Approach this site from the hills to its northeast, where you can look down on the whole map—including multiple rooftop snipers.



Take them out, as well as any other guards you can see, starting in the upper northwest, where one of the artillery cannons stood if you did Amita's mission "The Valley of Death". Snipe your way farther away, south, and westward, until you've run out of targets. Then descend into the town itself (you actually can slide safely down these cliffs if you're careful).

Nab that first bomb in the northwest corner, then hit the rooftop above the "center of town" bomb to look for targets you couldn't see before.



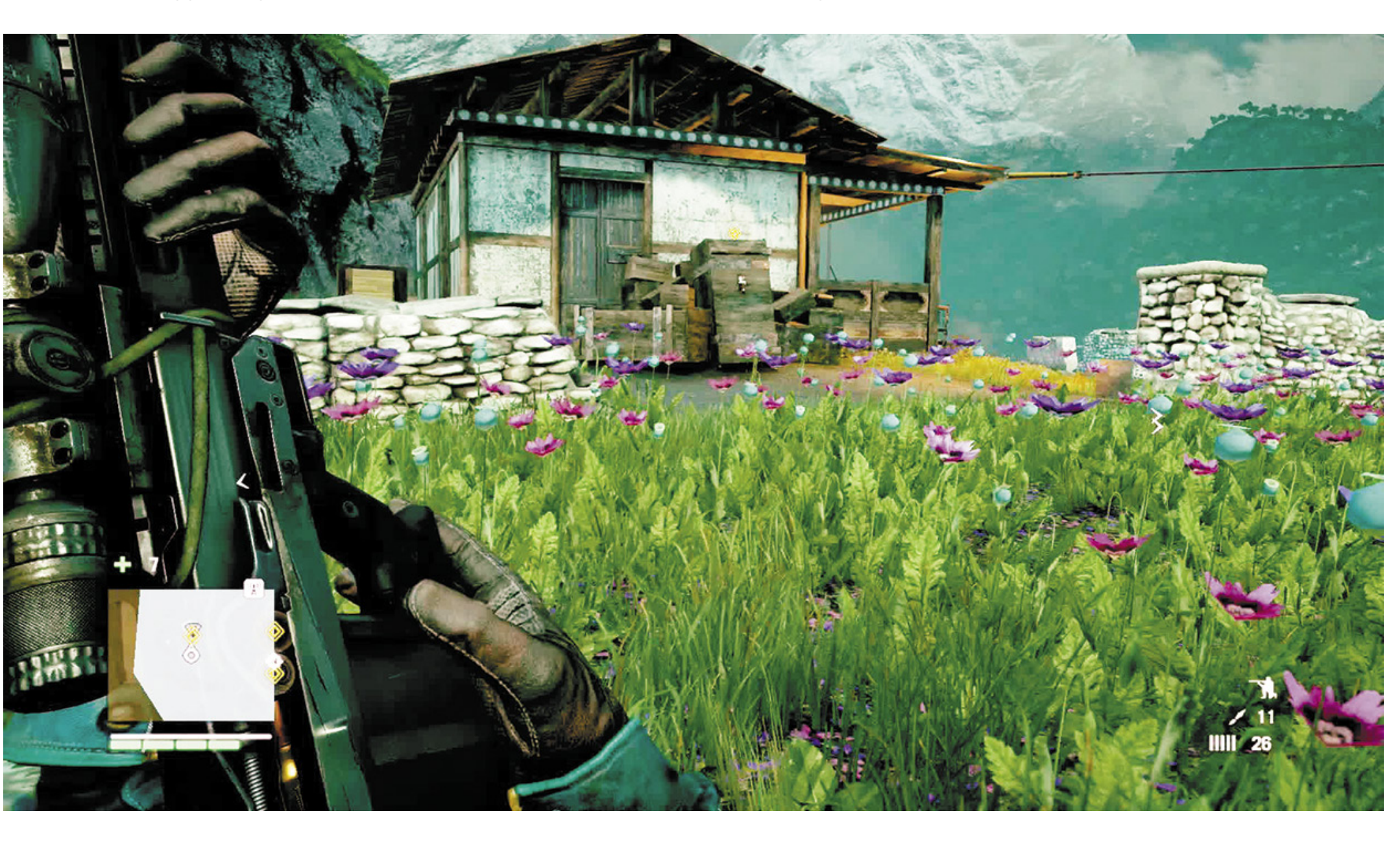
Take them out, then make your way through the streets to the other two bombs. Keep a special eye out for the two guard dogs and the heavy flamer.

KYRA TEA FACTORY

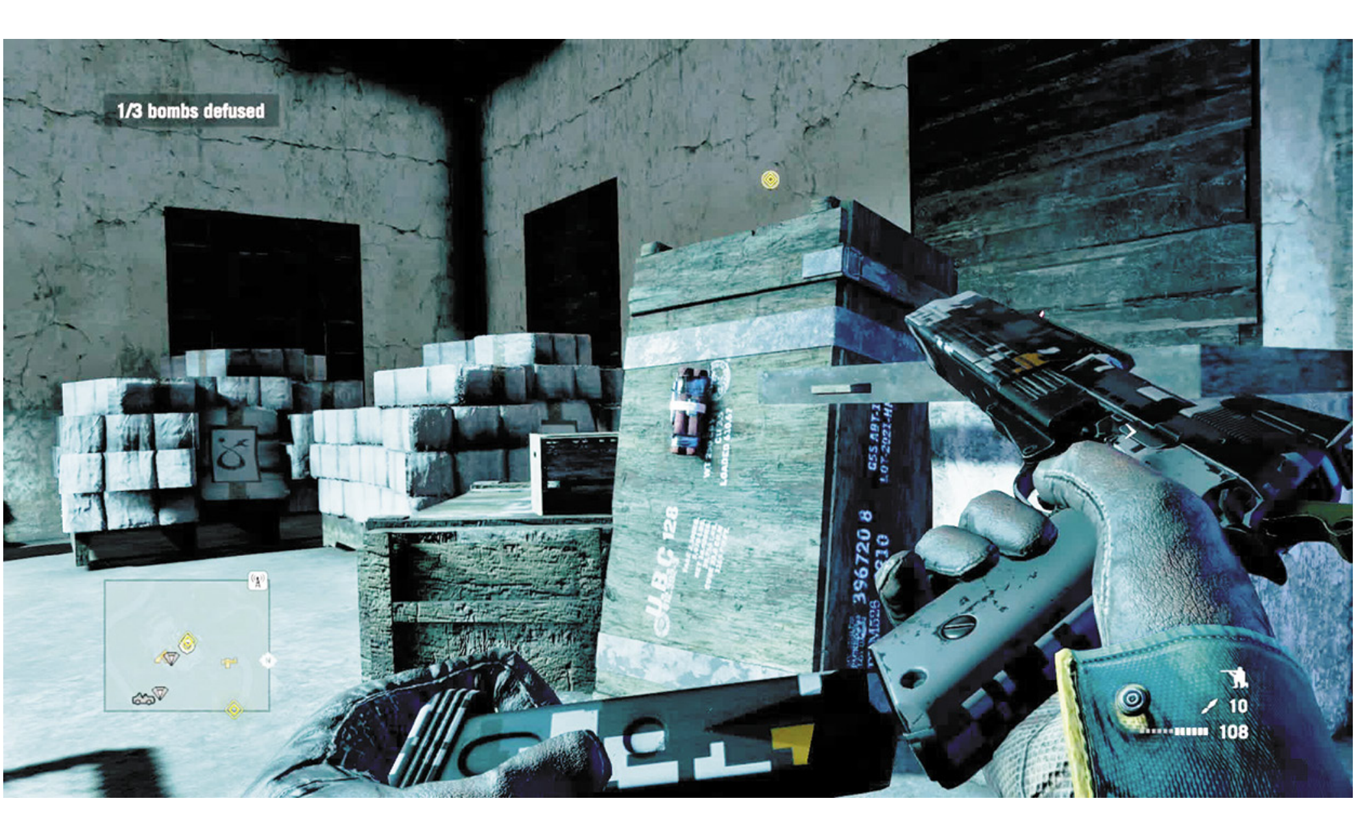
Location: **x:399 y:429**

Bomb Locations: Near shed to south, near shed to east, on bottom floor of house

This is a good map on which to remember it takes a moment for an enemy to send up the alarm. So if you get caught, but have a quick trigger finger, you could still be okay. A silenced weapon is a good friend here.



Start with either or both of the shacks, sniping their guards and defusing their bombs. Watch for a truck to come around the driveway. When it does, either take its occupants out swiftly or hide and sneak by. Sneak or shoot your way to the front of the house and take out the guards and bomb just inside the front door. After that, either hit the shack you didn't already get or, if you saved the house for last, head out.

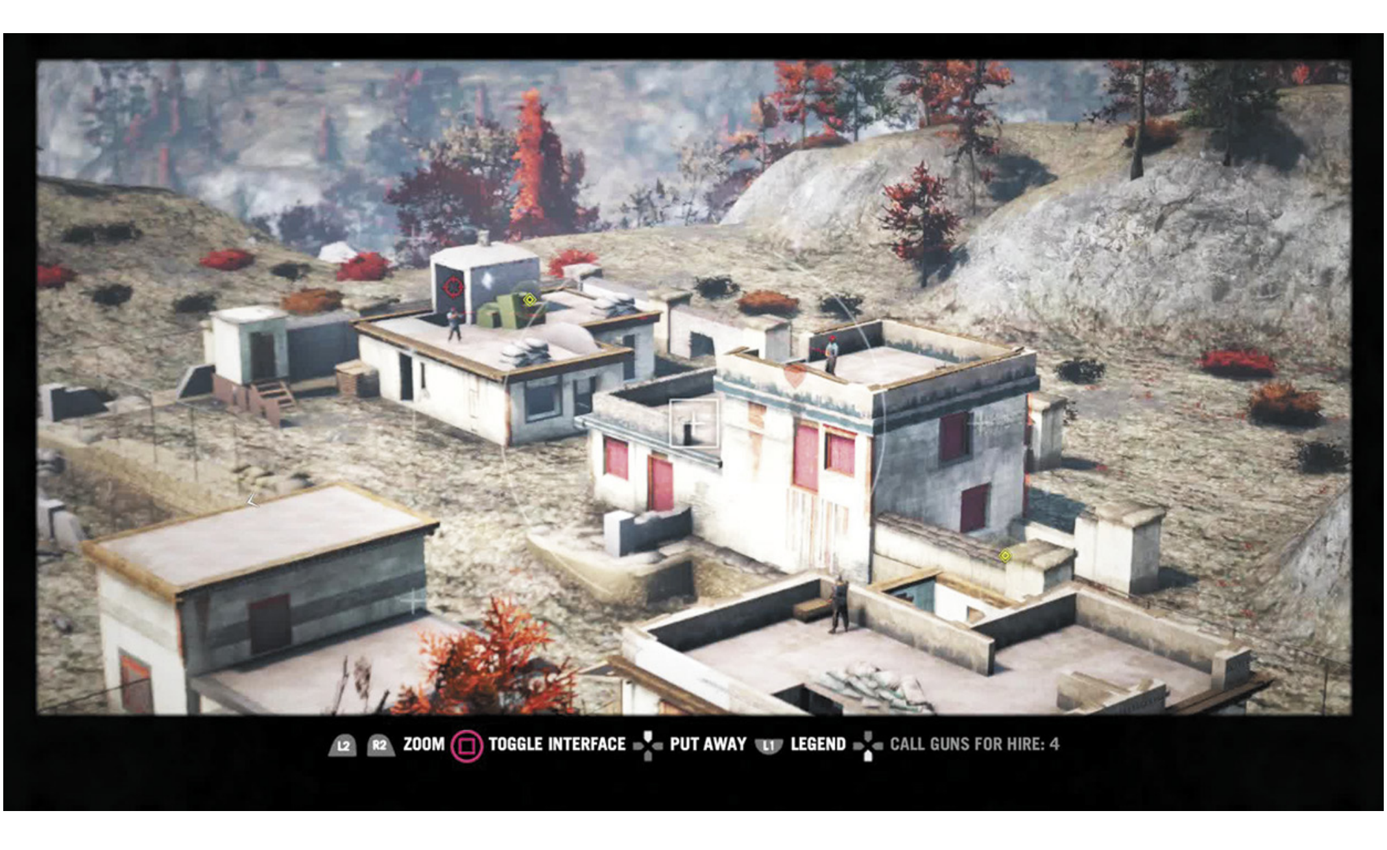


SHINING MINDS SEMINARY

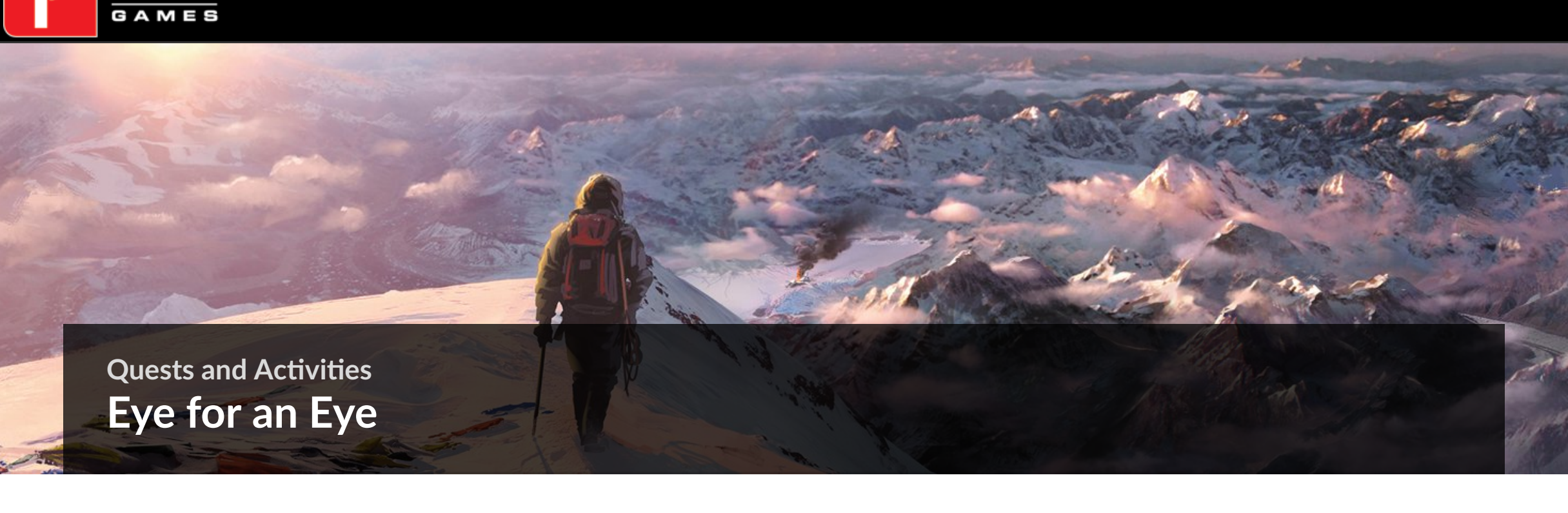
Location: **x:754 y685**

Bomb Locations: On rooftop in south, against east wall, on crates to northwest

As with Kalesh, your best strategy here is to approach from a high point and snipe the living daylights out of the joint. This place is clearly a repurposed prison and as such, it's built so that most every guard is perched on a rooftop and has a clear view into the compound.



There's a hole in the northwest corner of the fence, not far from one of the bombs, straight-up entrances on the south and west, and a gap in the wall to the east, right near one of the other bombs. Guards are pretty densely placed here, so pick your path and your takedown locations carefully. A hunting syringe is almost a must-have. The good news is, this is also a pretty small area, so if you get caught, as long as you've already snuffed one bomb, your chances of gunning your way through to the other two before time runs out are pretty promising.



Quests and Activities

Eye for an Eye

54m
L3 Hold breath
R3 Zoom
Reload
12
24

Simpler than Assassinations, Eye for an Eye quests don't care about stealth. They care about death. This is a simple display of brute force. You go in, kill with the designated weapon, and leave with photographic proof. And you dare Min's boys to stop you.

The Eye for an Eye quests in this section are listed in order of the locations where they are assigned to you.

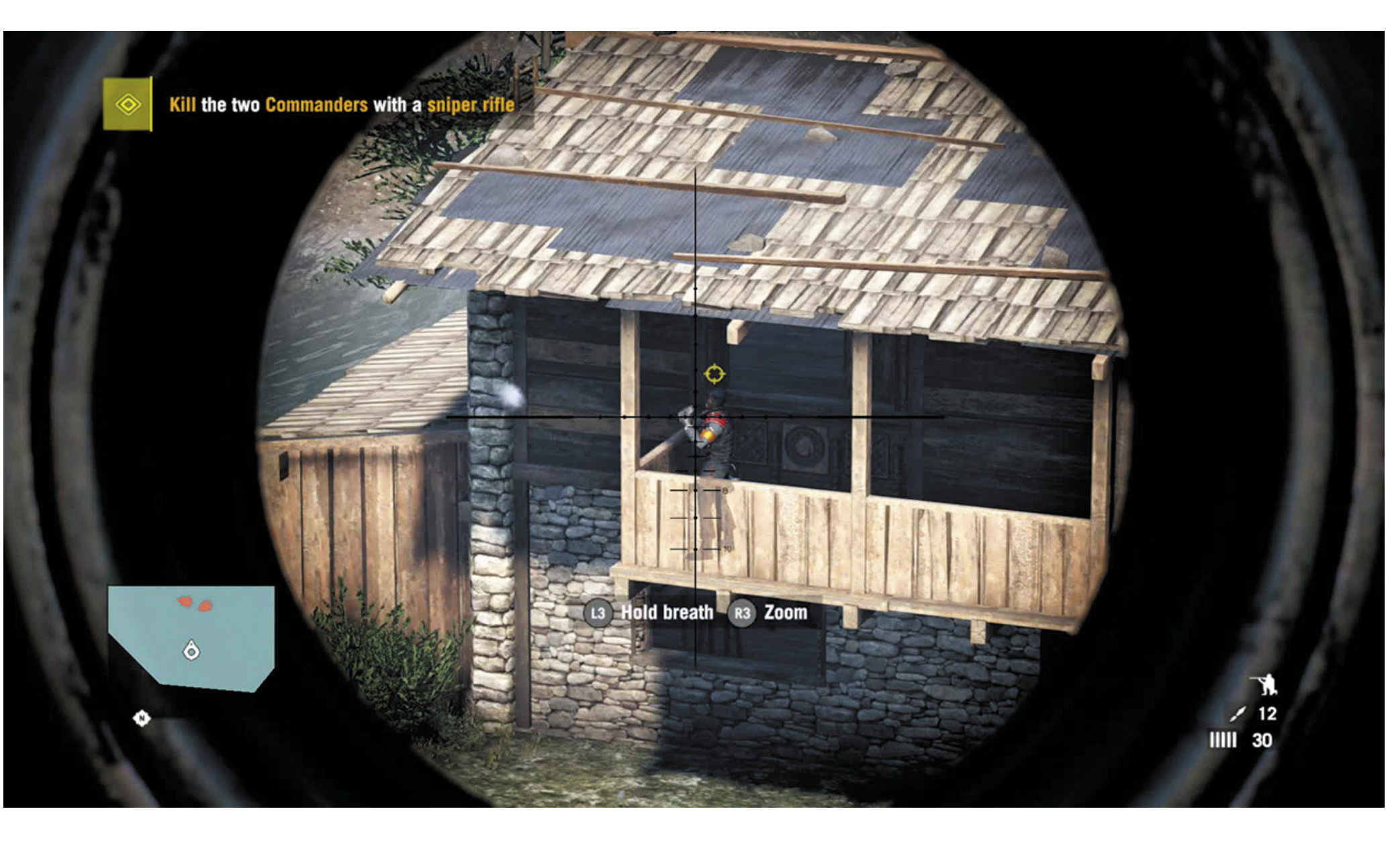
KEO PRADHANA MINE

Location: **x:692 y:625** (inside safe house)

Weapon: **Sniper Rifle**

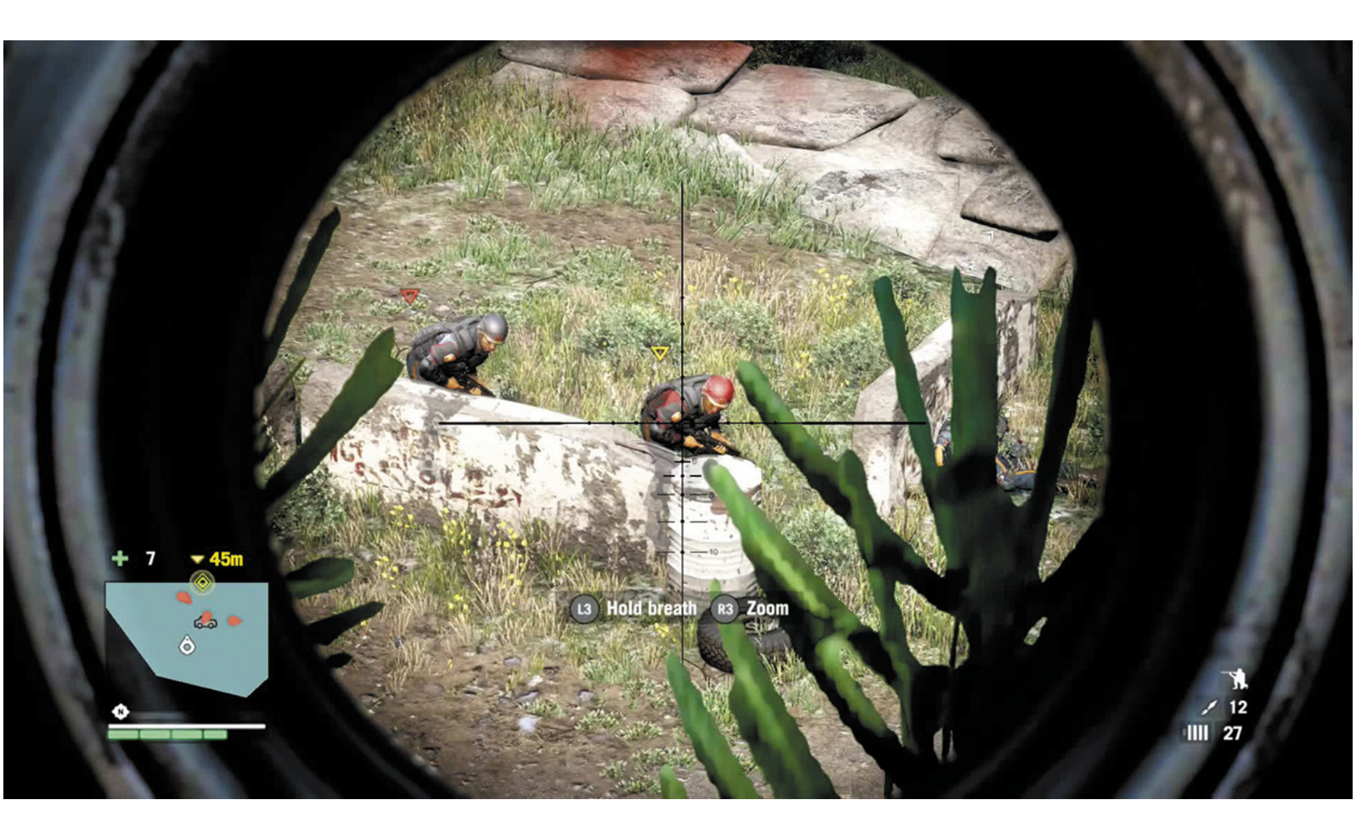
Min's troops are ambushing cargo trucks. Your job is to turn the tables on them by using a sniper rifle to punch holes in two of their commanders.

Make your way to the gear drop. There's a sniper rifle here, but you probably have a better one in your inventory. Either way, this is also an excellent grassy knoll from which to attack, so kneel and scout the area.



The first commander is easy to spot, hanging out in the upper balcony of the barn across the street. (Watch the rocketeer on the roof, though.) You can put both of them down any time.

The other commander may take a few moments to show. But don't worry, he will. When he does, pop him as well, clear out the cronies (especially the sniper who'll probably be hanging out near the barn on the east), and slide down to photograph your kills.



New quest available: No Prescription Required
6

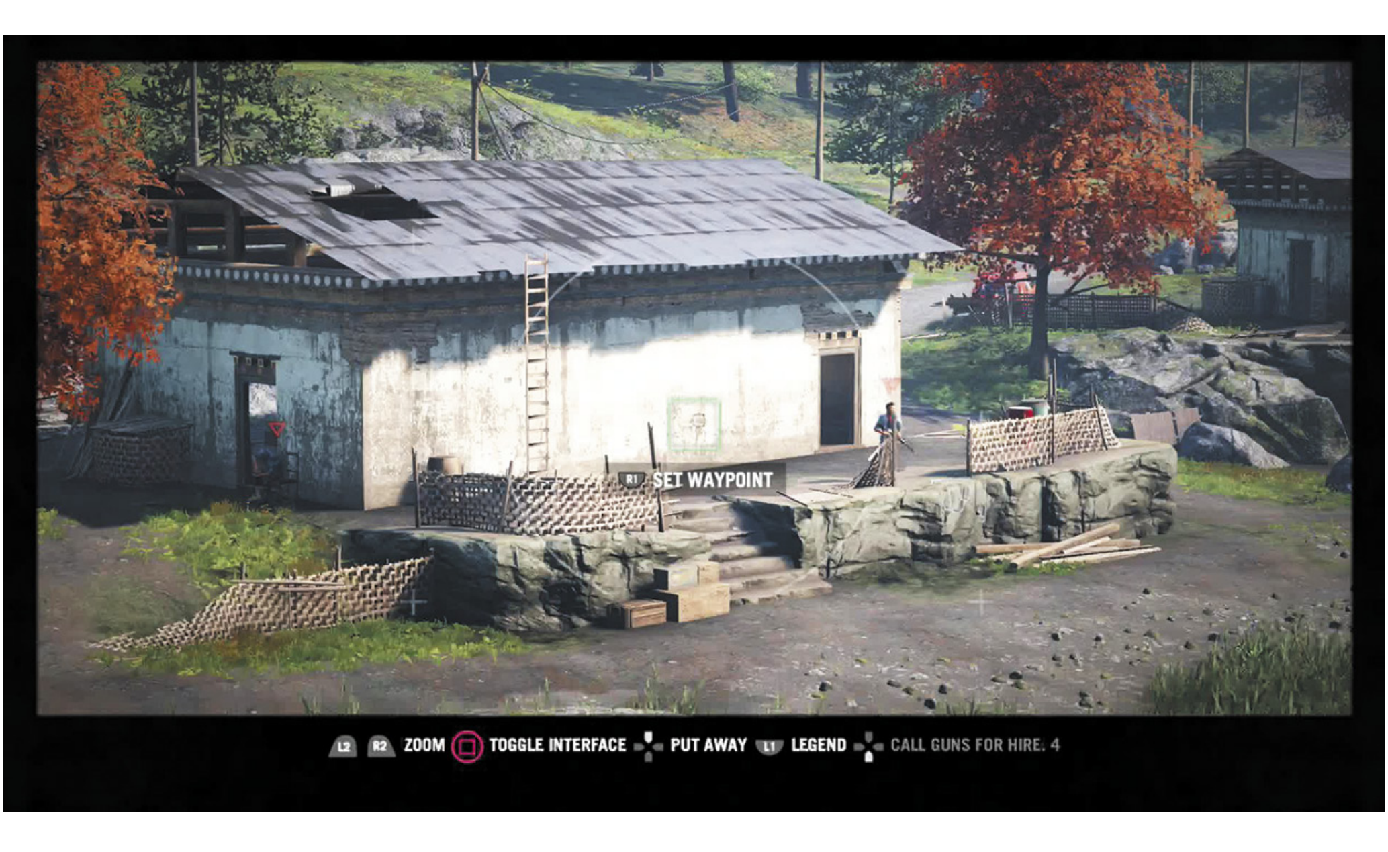
KHETA MANOR

Location: **x:447 y:453**

Weapon: **Handgun**

This time, you need a handgun to kill a commander who murdered a man's family. Payback's gonna hurt.

Grab the six-shooter at the gear drop (or don't—any handgun will do) and take a look at the enemy base across the river. You'll know the commander by his yellow icon and black hat, but he may be tough to see from here because he likes to roam the area on the other side of the building. Satisfy yourself with tagging some of the assaulters and berserkers hanging around.



Make your way across the bridge. Remember, only the commander has to be killed with a handgun. If you want to snipe or shotgun some of his cronies along the way, have at it. Once you get there, it should be no problem for you to clear out the camp and photograph the commander.

NAMBOCHE MONASTERY

Location: **x:804 y:724**

Weapon: **Assault Rifle**

Another multi-kill contract, this job requires you to use an assault rifle—*any* assault rifle—to put down three commanders who killed many villagers while forcing them from their homes.

Careful as you approach. Stealth isn't required, but this whole town is swarming with rooftop snipers, and they can make things challenging if they see you. Also, be aware that one of the commanders is a heavy gunner, so you'll need to stick with the AR when dealing with him. No takedowns or grenades or anything that doesn't start with A and sound like "salt trifle."

Stealth types will be fine once they get into town, thanks to all the twisting passages (though you may want to save the heavy for last and take his sniper buddies down first). Assault-minded players can break this mission open by firing one or two shots with a non-silenced weapon from outside town. Every non-sniper enemy including the heavy will then come to you, enabling you to take them down from frange with minimal interference from the sniper bosses. One final note: you can photograph the sniper on the cliff from the other sniper's rooftop.

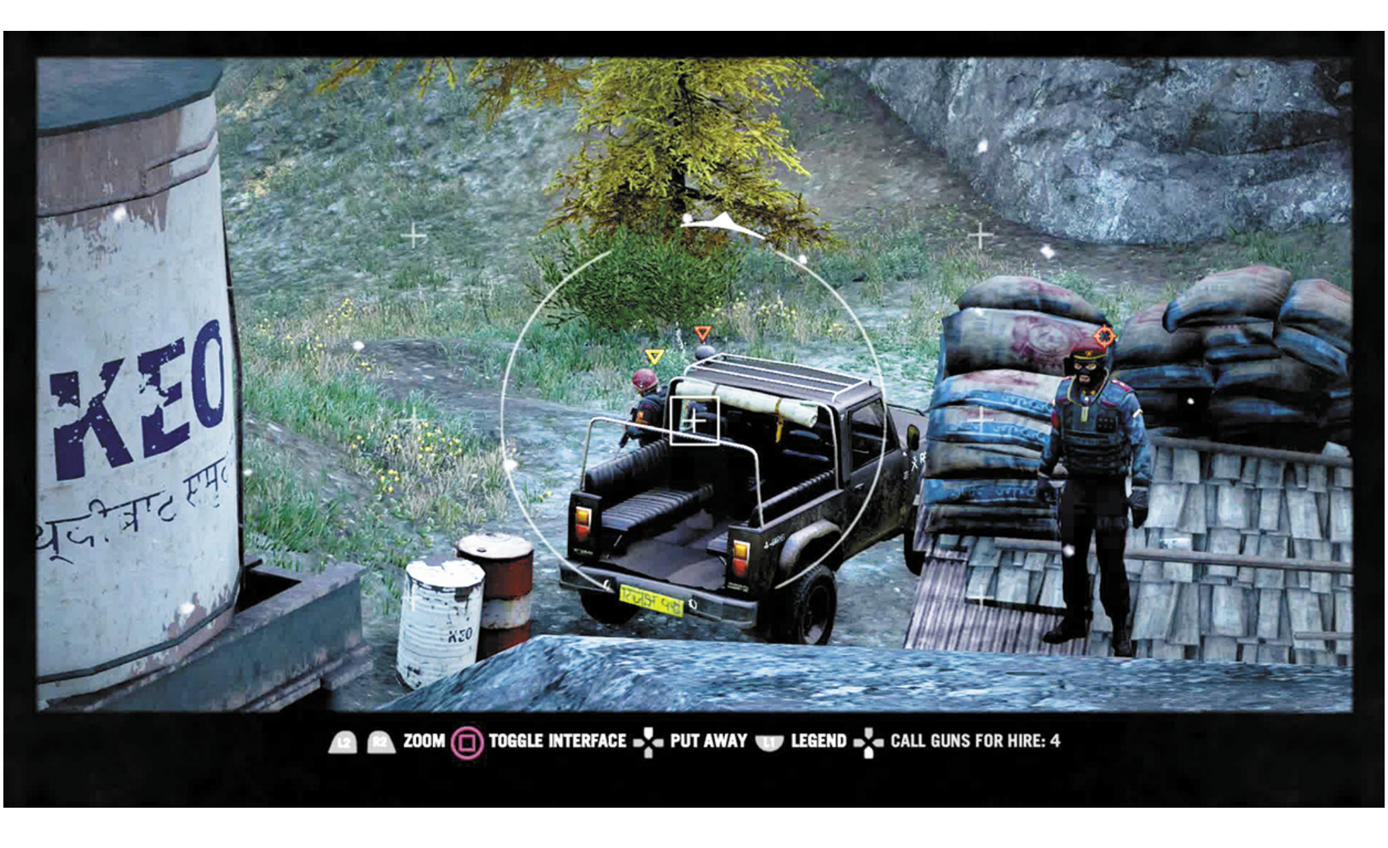
RATU GHADI

Location: **x:562 y:604**

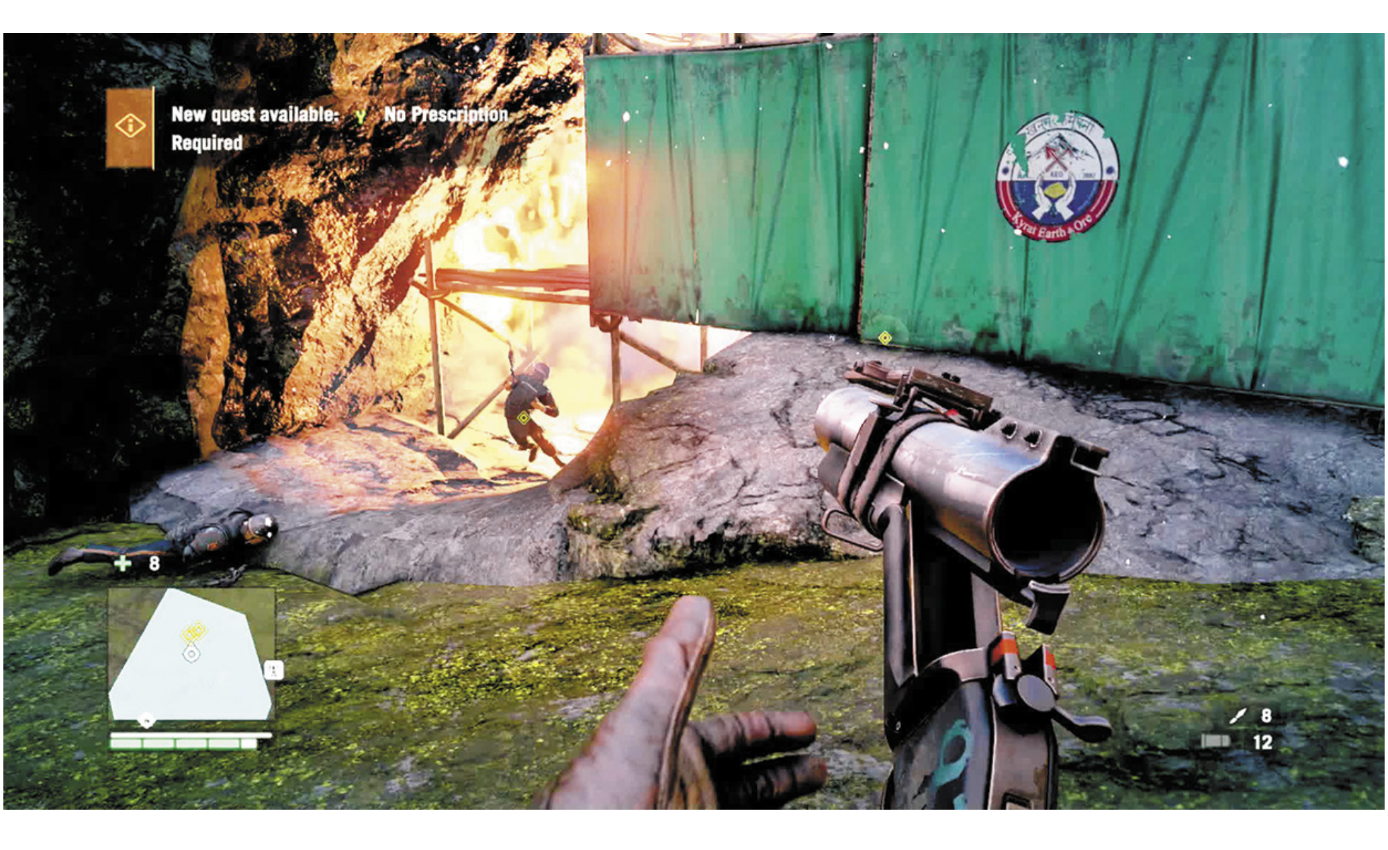
Weapon: **Explosives**

Hmmm. There sure are a lot of different kinds of explosives. Grenades, C4, arrows, mines, rockets…and the best part is, it's all good as far as this quest is concerned. If it goes boom, it's a viable choice.

As you approach, peek over near the technical north of the hut to see if the first commander is standing in the best place ever: three feet from an explosive barrel.



One down. But you'll probably have to go into the mine for the other two (one of whom is a heavy gunner). But no worries. Explosives work just as well in there as they do outside. The commanders' positions change, so either stick with explosives for every kill or lead with your camera so you know whom to kill with what.



ROYAL GUARD KENNELS

Location: **x:605 y:708**

Weapon: **Shotgun**

Soldiers are burning a local beekeeper's hives. We can't have that. What would the few honey badgers who haven't converted to an all-human-flesh diet eat?

The cliffs to the northeast offer a fair view of the farm. In fact, odds are that one commander, a heavy flamer, will be torching the hives as you watch.

If you have a survival syringe and a high-powered shotgun like a SPAS-12 or Bull, you can snipe a few enemies from up high and then slide to the ground to take on the heavy flamer. If you don't have those things, taking him down with a shotgun from the front is going to be a real challenge, so you're better off sneaking in (there's a grapple down to the north) and shooting his rear fuel tanks from close range—but not *too* close or the explosion will get you.

Killing the commander will alert the rest of the camp, obviously, but you can kill them any way you like, so the battle is intense, but winnable. Just stay out of range of the heavy flamers. Also, be sure to switch back to a shotgun for the second commander, a Royal Guard defender in a red helmet.

SEVEN TREASURES ASHRAM

Location: **x:431 y:388**

Weapon: **SMG**

A local radio station operator has been murdered by Min's men for speaking out against Min's corrupt regime. It's up to you to administer justice.

Your target is located at a small homestead with only about a half-dozen troops around. He wears a red helmet and tends to hang out in or beside the shed in the east, near the destroyed radio tower.

Kill the Commander with an SMG
0
2
136

You can actually pull off a straight-ahead attack from the entrance drawbridge, using the bushes and boulders for cover, but you could also take a lot of damage quickly. For a safer alternative, climb the slope to the south and look down on the camp, tagging and sniping them into a frenzy before dropping down to take the commander—who likes to hide in the map's northwest corner when he gets scared—out with the SMG.

SHANATH BREEDERS

Location: **x:380 y:574**

Weapon: **Shotgun**

A trio of scenic cabins in the woods hide a pair of commanders who force villagers into prostitution. Time to shut them down.

When you arrive on the scene, the two commanders will most likely be lounging on the porch of the cabin in the northeast. Soon, a truck will arrive with a frightened civilian and a couple more soldiers.

You can swoop into action pretty much any time you like. If you get into trouble, keep the buildings between you and the majority of the enemies to minimize the number of foes who can target you at any given time.

SHANATH TRAINING GROUNDS

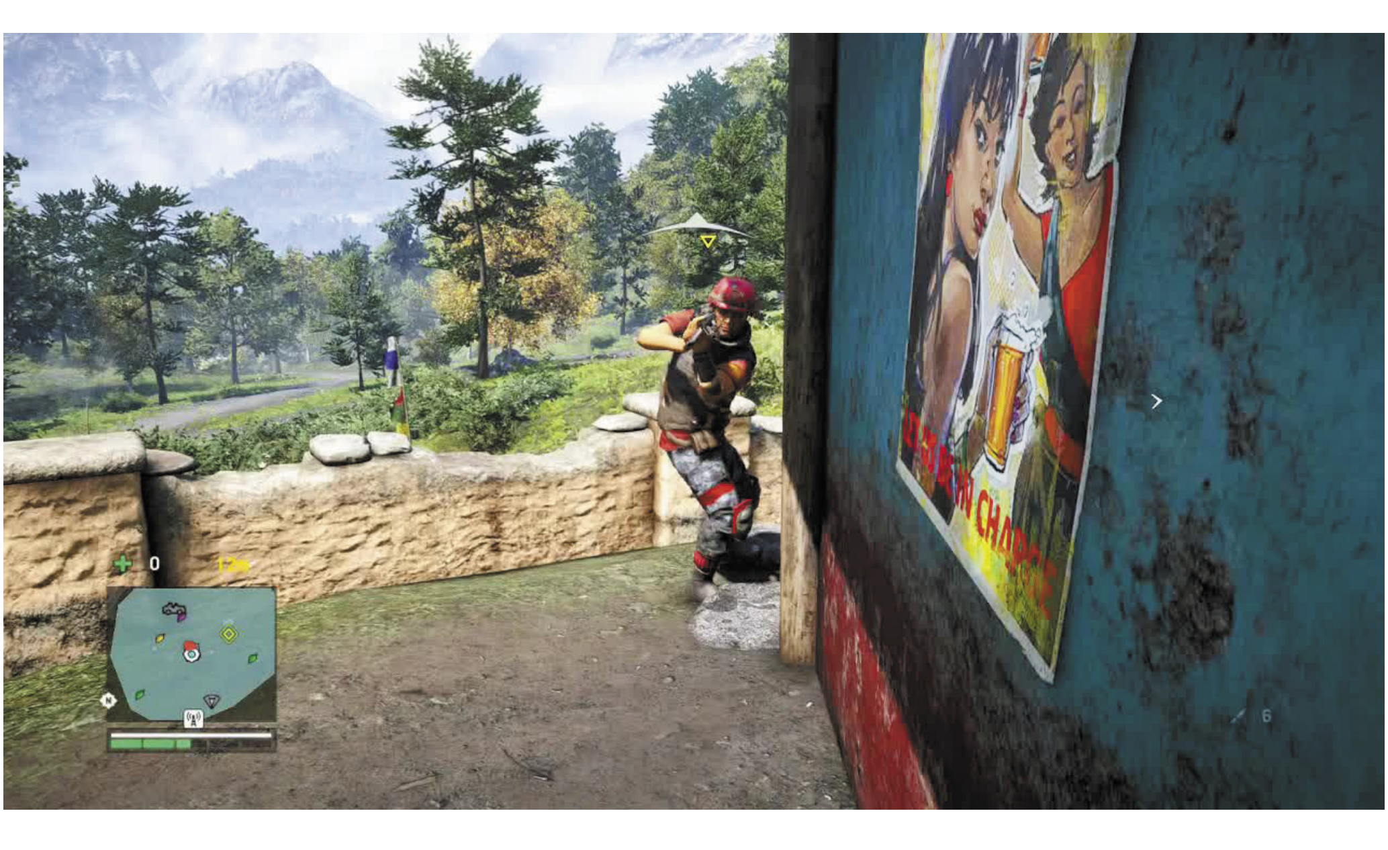
Location: **x:255 y:542**

Weapon: **Knife**

The great thing about knife kills is that you can get them using takedowns, which are probably almost automatic for you by now, or with throwing knives. Either way, these two killer commanders are going to get cut.

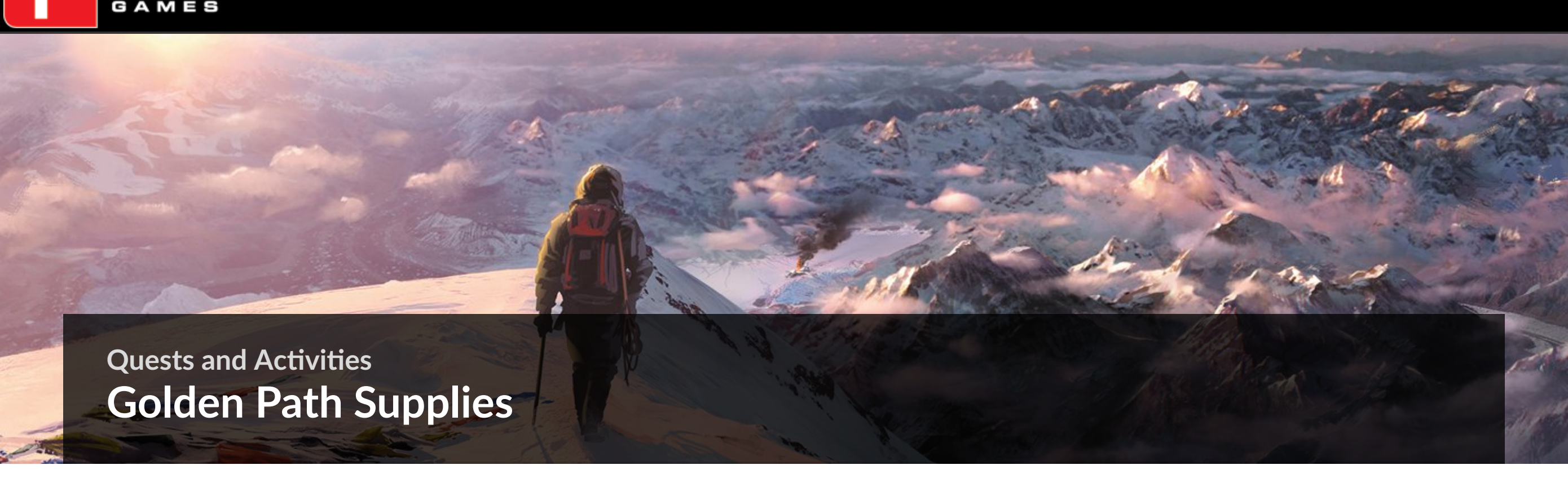
Grab the knives from the corpse at the quest marker and survey the area below. It's mostly defenders, but you'll see a sniper as well. You could snipe several targets from here to soften them up, but you'll still have to head to ground level to finish the job. The zipline to your immediate north drops you near one commander, or you can move south to a grapple that drops you into a cave (where you may find a guard waiting for you).

Remember, the knife requirement is only for the commanders. And no matter how you enter, you'll find the second commander close by.



It's likely you'll get spotted here and get into a short-but-intense firefight, but between the cave and the shed the zipline connects to, you'll have more than enough cover to make your stand. The hardest part is keeping yourself from filling the commanders with bullets as you whittle down the other soldiers.

You need to take a picture of each dead target
8m
10



Golden Path Supplies

The Pony Express was never like this. Golden Path Supplies quests are simple checkpoint races—with the added twists that you have a limited amount of time to get from the last pickup to the drop-off site and people tend to shoot at you more and more the closer you get to the finish line. In fact, a final wave of enemies will always spawn once you've picked up that last package.

Golden Path Supplies quests are assigned at many locations that don't exactly have names (often the little huts at the bases of radio towers), so they're listed here in order of their coordinates on the map.

Gather all the Supply Packages
477m

TIP

You'll find a buzzer waiting near the start point for every Golden Path Supplies quest after the first. You aren't required to use the buzzer, but it makes completing your task far easier.

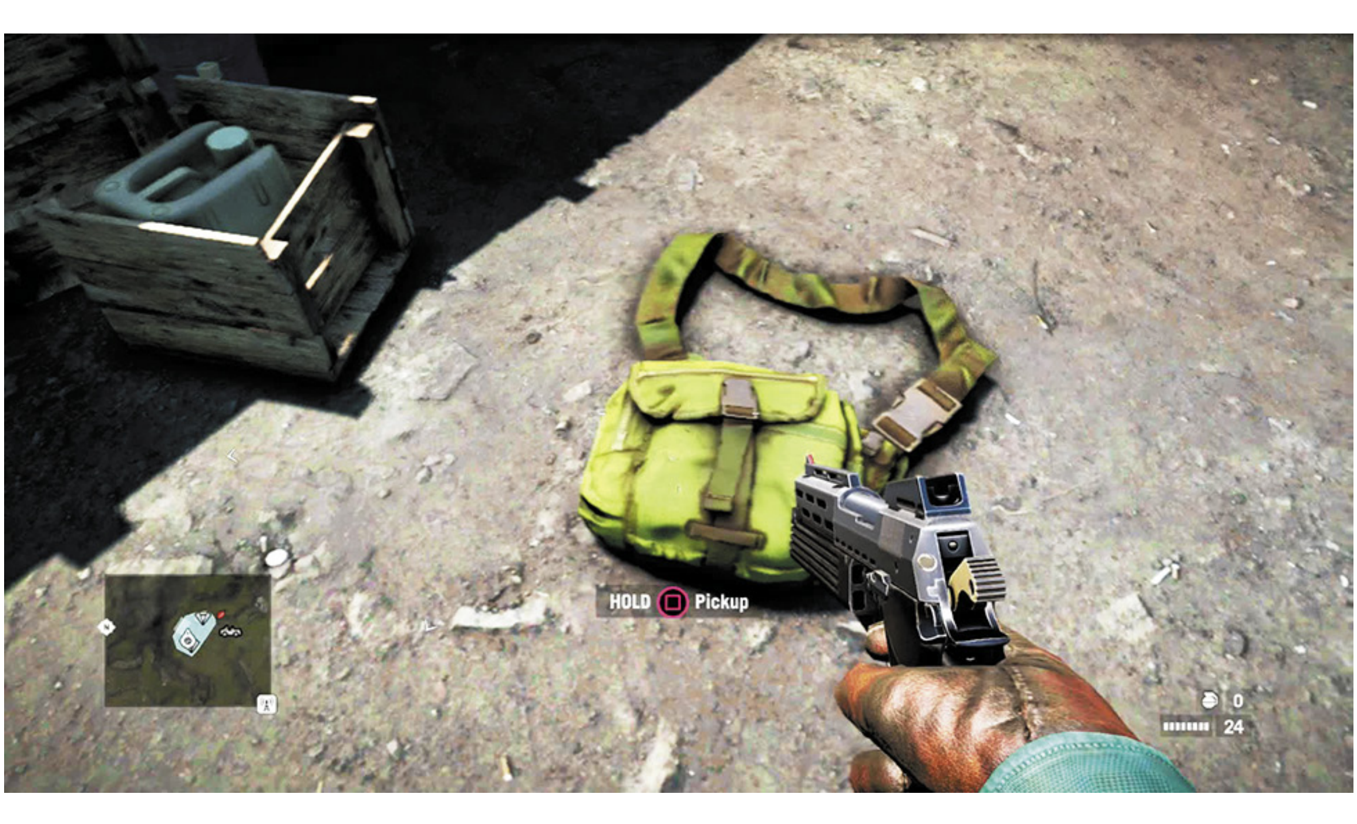
Location: **x:281 y:445**

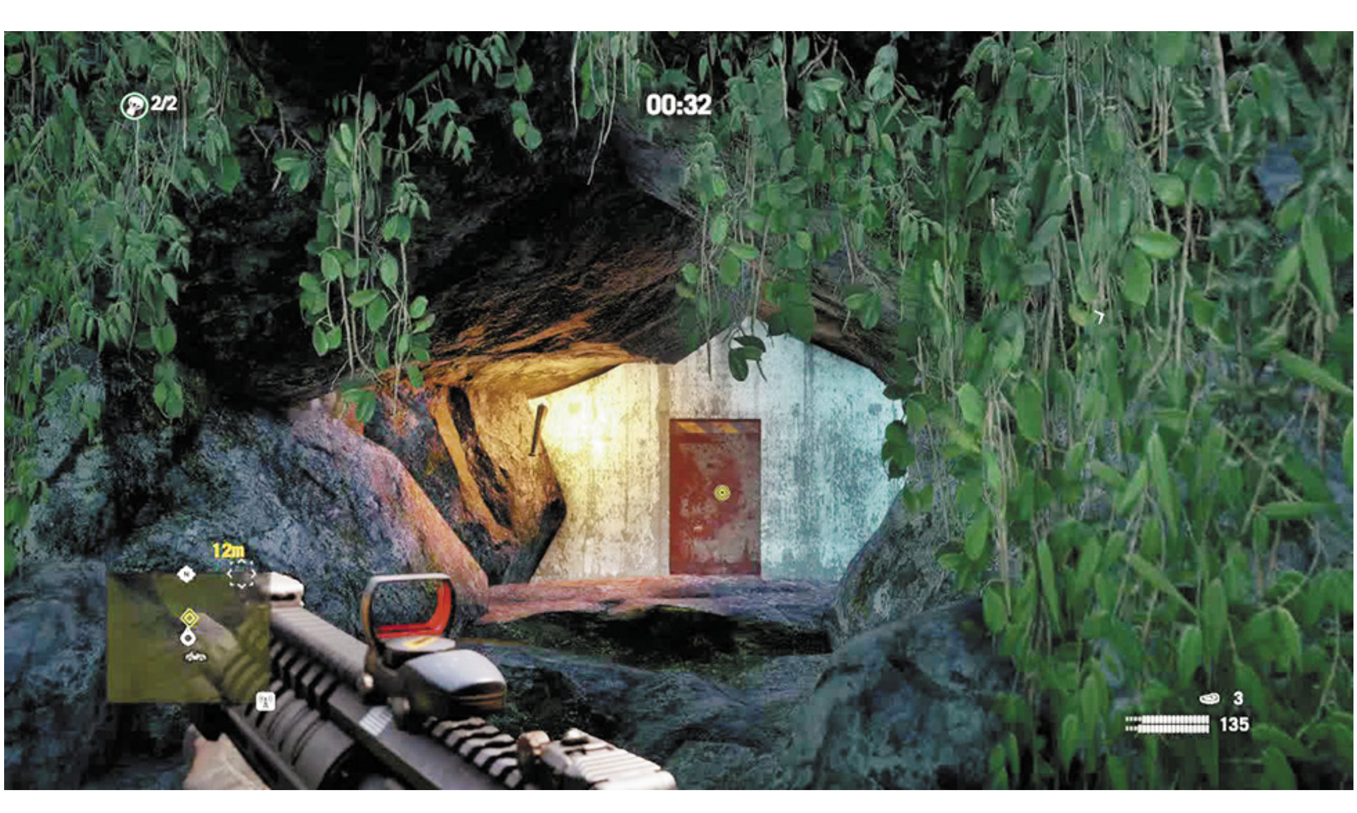
Hop on your ride of choice and drive to the first checkpoint while Gopal explains the quest over the radio. The locations of the backpacks are as follows:

Backpack 1: In front yard next to body.

Backpack 2: Behind house. Watch for wolf.

Drop Off: Skim west along the edge of the cliffs and drop the backpacks at the not-at-all-suspicious door in the mountain.



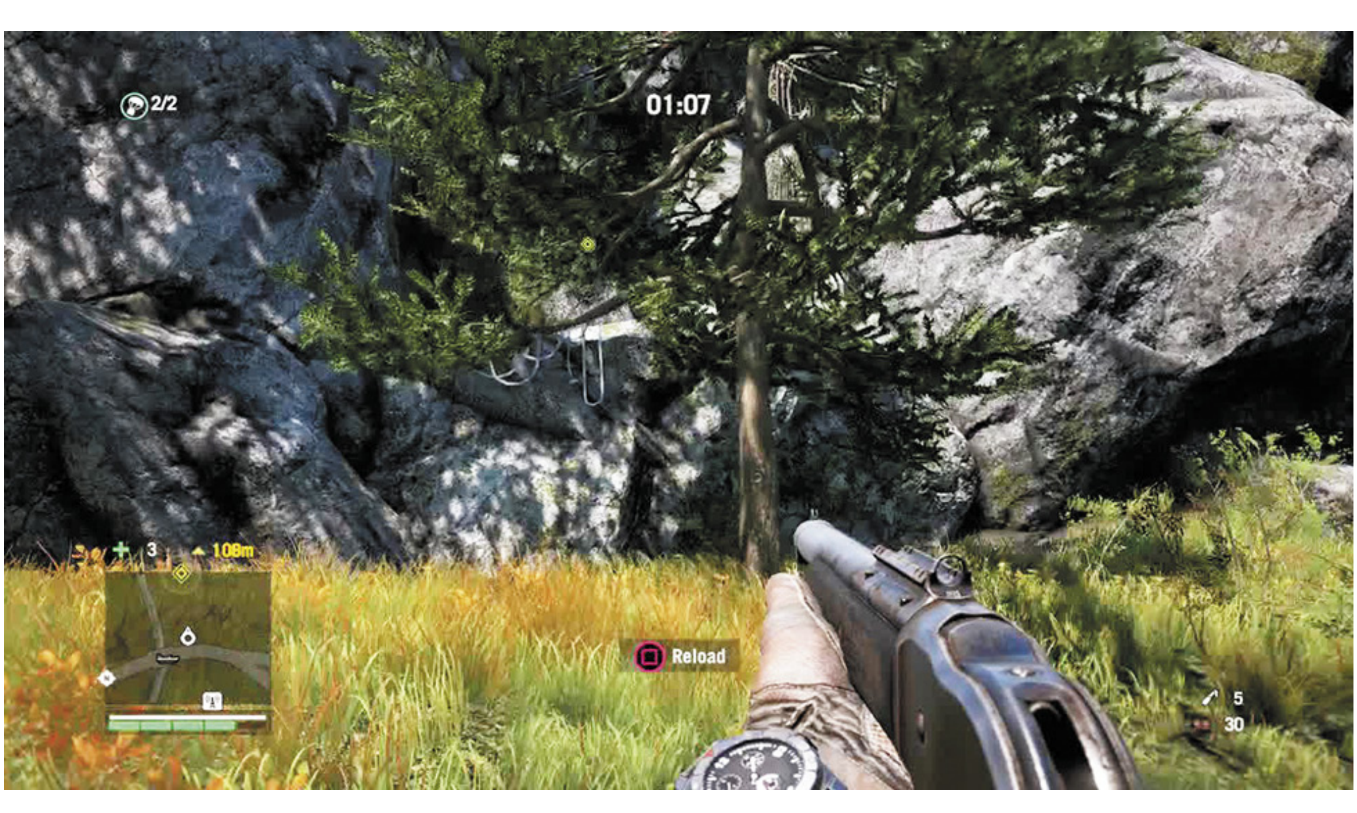


Location: **x:331 y:470**

Backpack 1: Inside tent. Be ready to fight Min's troops, a tiger, or both.

Backpack 2: On floor of shack near stove. Shack will have two guards and two more will arrive via RHIB shortly. Switch to hovercraft if desired.

Drop Off: If you take the coastal road north, stop just before the bridge to find a climbable ledge hidden behind a tree (there may be a technical of Min's troops there as well), then climb the vines, leap across the river, and climb grapple to reach the cave. If you take the interior roads up the mountain, you'll have to drop down to reach the cave. Either way, watch for the pit viper by the door.



Location: **x:388 y:381**

Backpack 1: Inside tent. This location will be under attack from dholes, soldiers, or both—and possibly an eagle. Take the buzzer. You'll appreciate it later.

Backpack 2: On ground amid crates and explosive barrel—and guarded by soldiers.

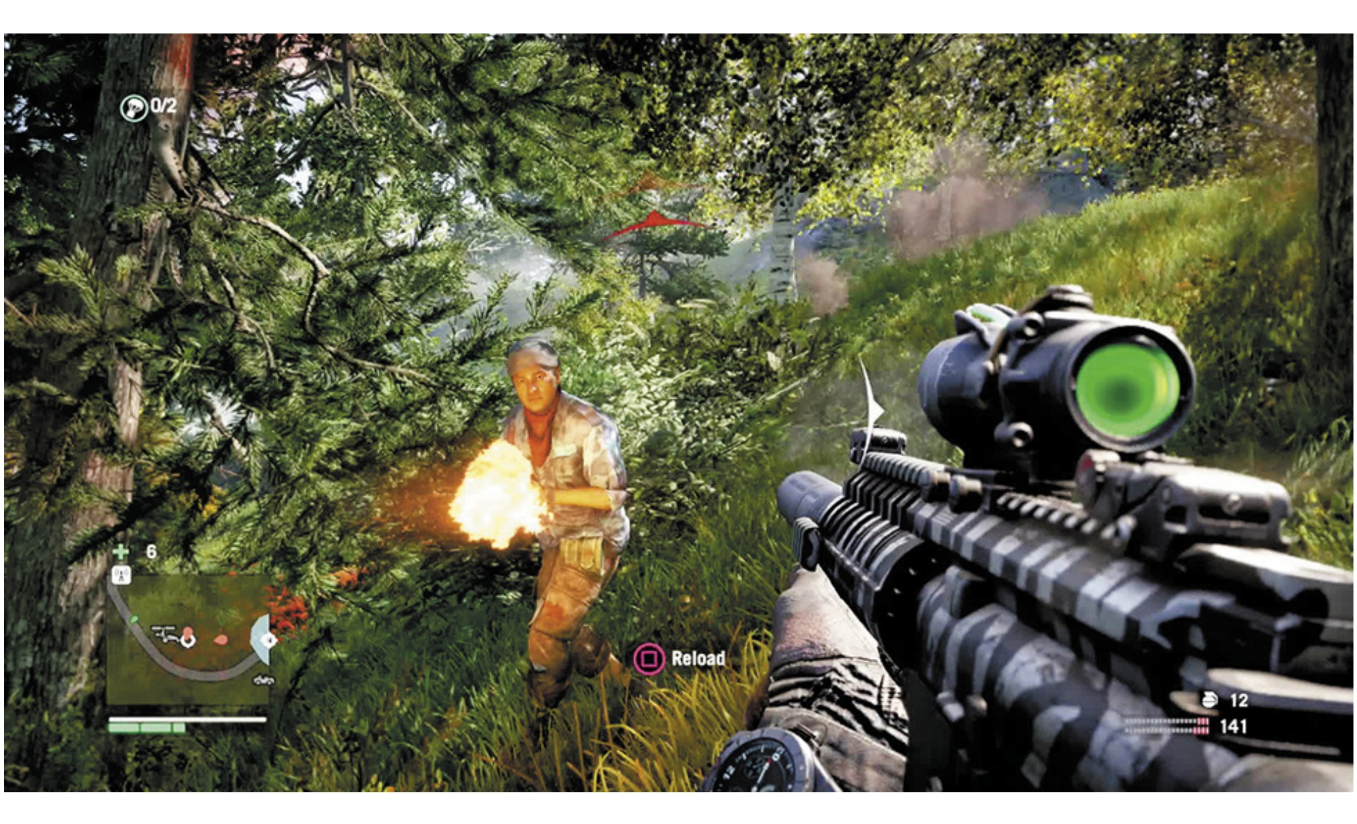
Drop Off: Fly right over the top of Min's troops to reach the cave door. But be ready to fight afterward in case they followed you.

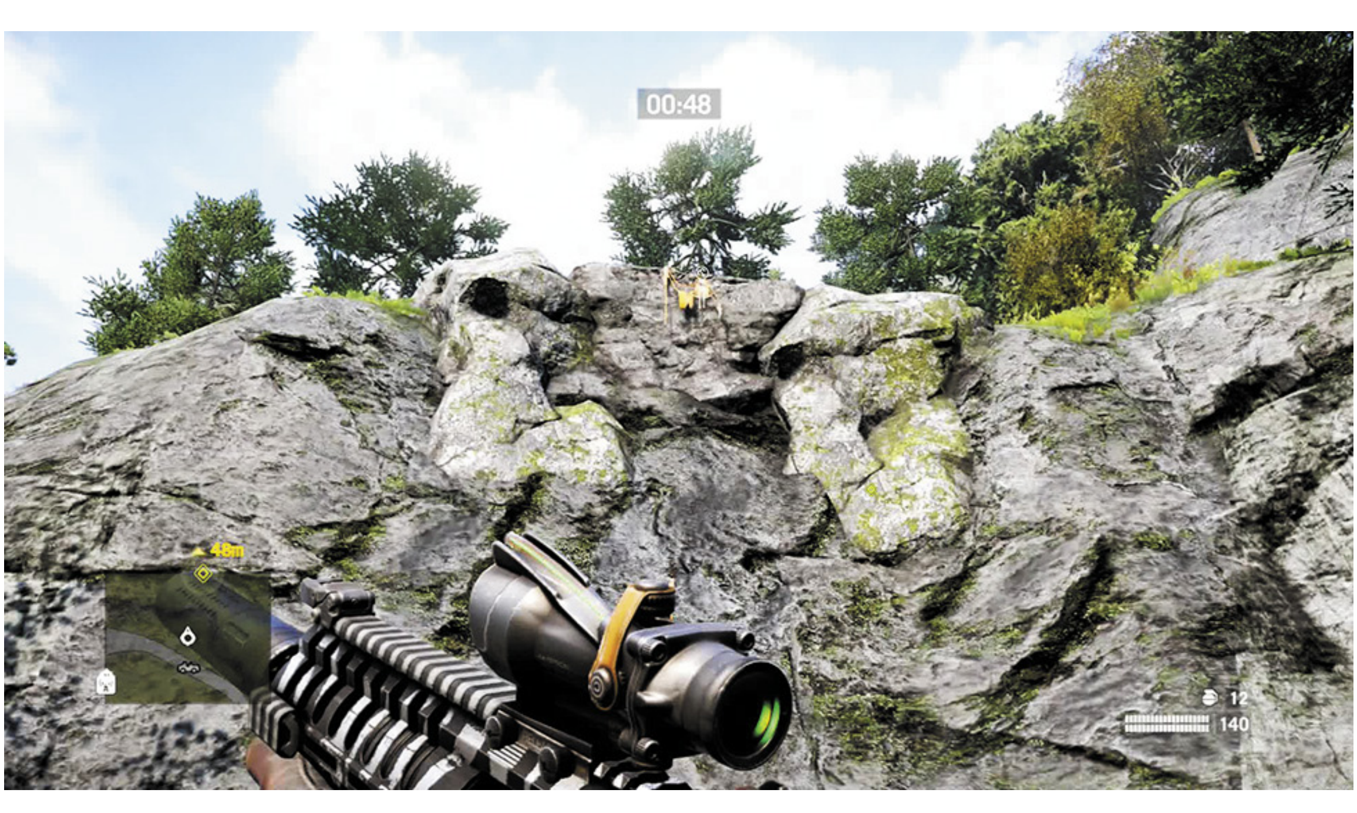
Location: **x:463 y:564**

Backpack 1: On shelves in back room of building defended by ten soldiers. Gap in rear fence makes access easier.

Backpack 2: In extreme dead end of cave at x:500 y:537, protected by soldiers including a heavy. Watch for reinforcements pulling up as you leave.

Drop Off: Easy to reach with a buzzer, but tougher if you stick to the roads (watch for a grapple up around x:471 y:536). No enemies, though.



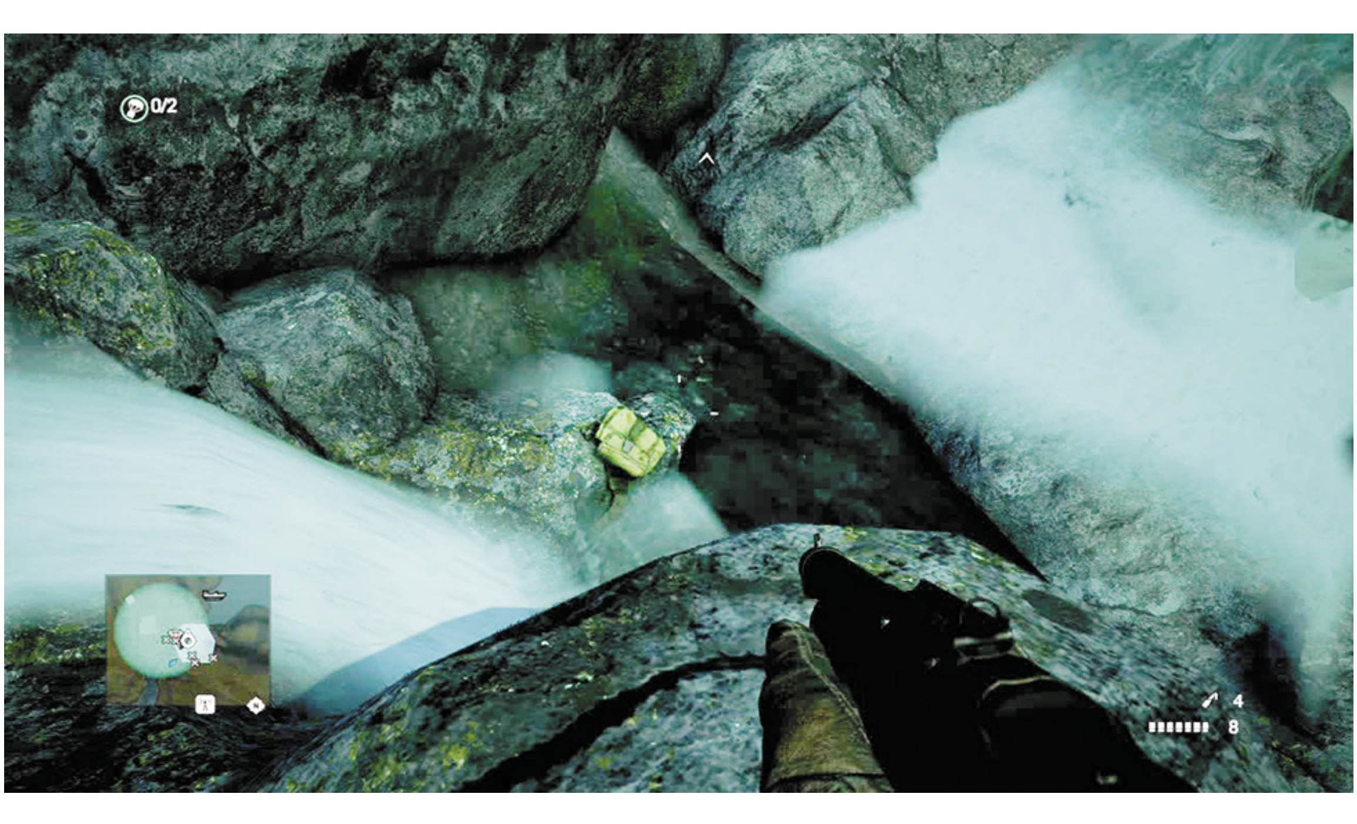


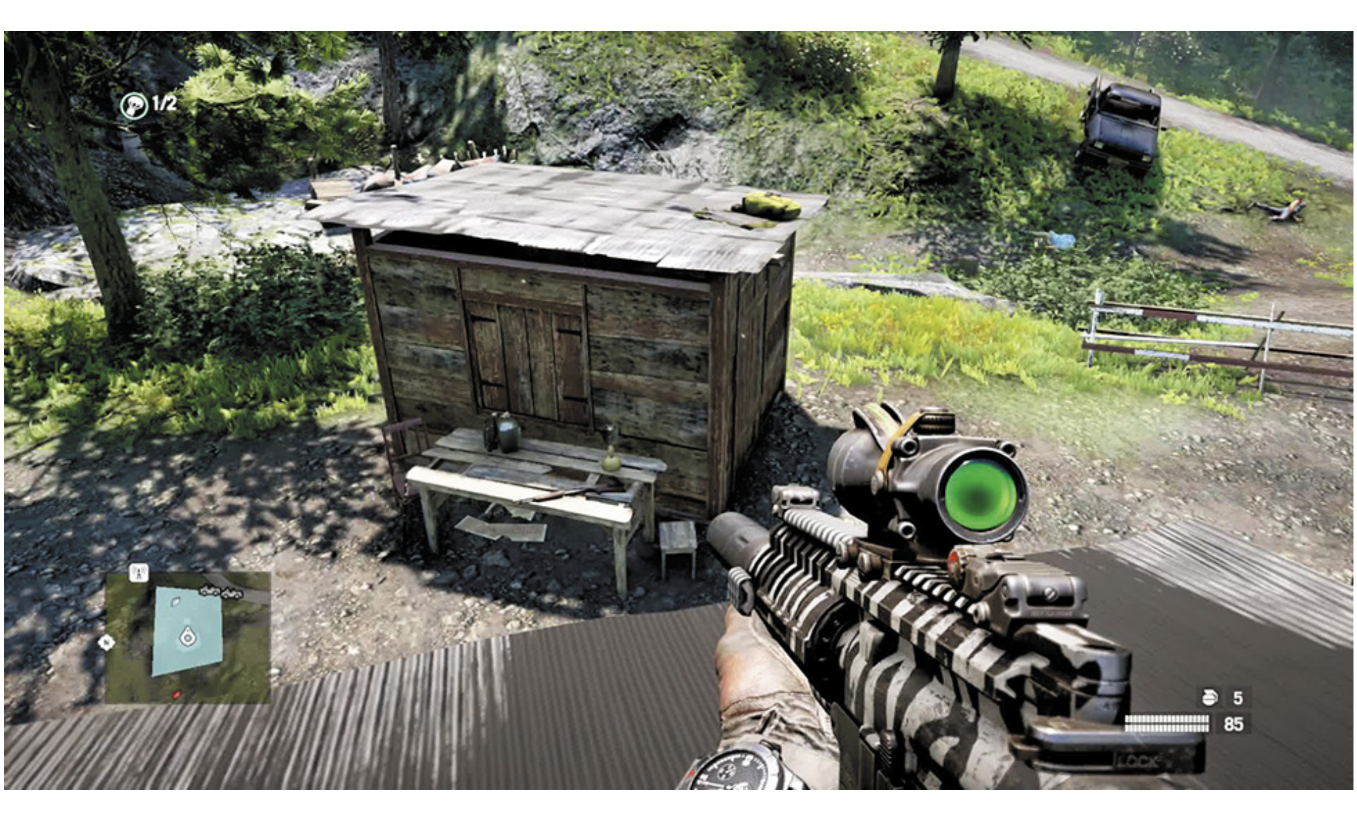
Location: **x:478 y:680**

Backpack 1: Halfway down the waterfall. Fly to quest marker, fight off pack of wolves, and pick your way carefully down rocks. Note there's a jet ski at the bottom of the falls.

Backpack 2: On roof of shack, amid a ton of attacking soldiers.

Drop Off: Stay on foot (or fly) and run up the slope behind the building, shooting your way through Min's troops as you go. Drop supplies at the door.





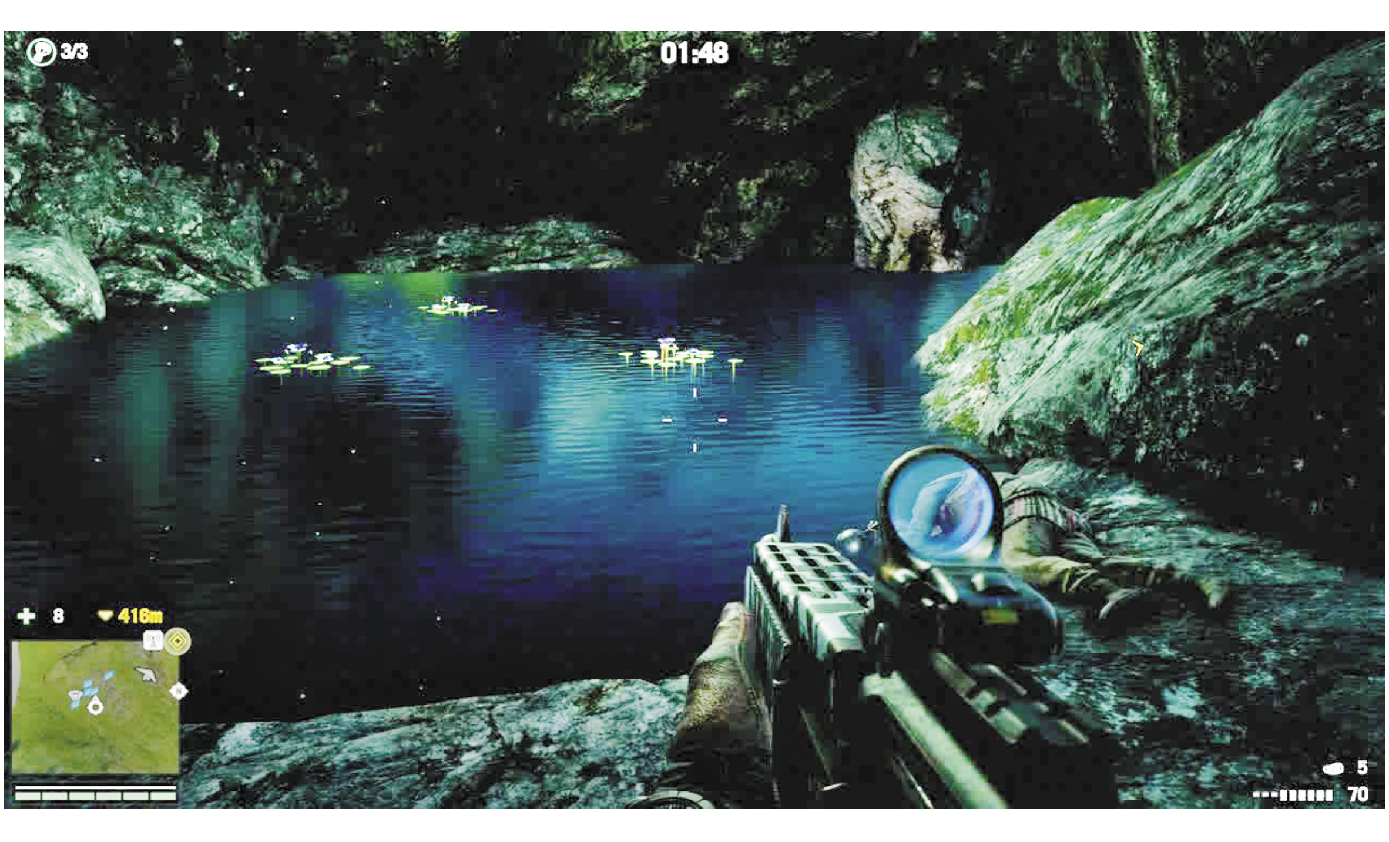
Location: **x:560 y:790**

Backpack 1: Shoot your way into the cave and grapple swing across the hole to reach the backpack. You may be on foot at this point, but that's okay. The next backpack is close.

Backpack 2: Under small table in a lightly guarded cabin. More attackers may arrive as you leave.

Backpack 3: In cave (watch for troops, especially heavy flamer), on bottom of underground pond. It can be tough to track down. If you're playing with stereo sound, follow the beeps. If not, start your search at the spot where the corpse holding the light has fallen near the water.

Drop Off: Exit cave, hop on buzzer or turn right to run up the slope to the glider on the cliff above. Take it to the drop off.



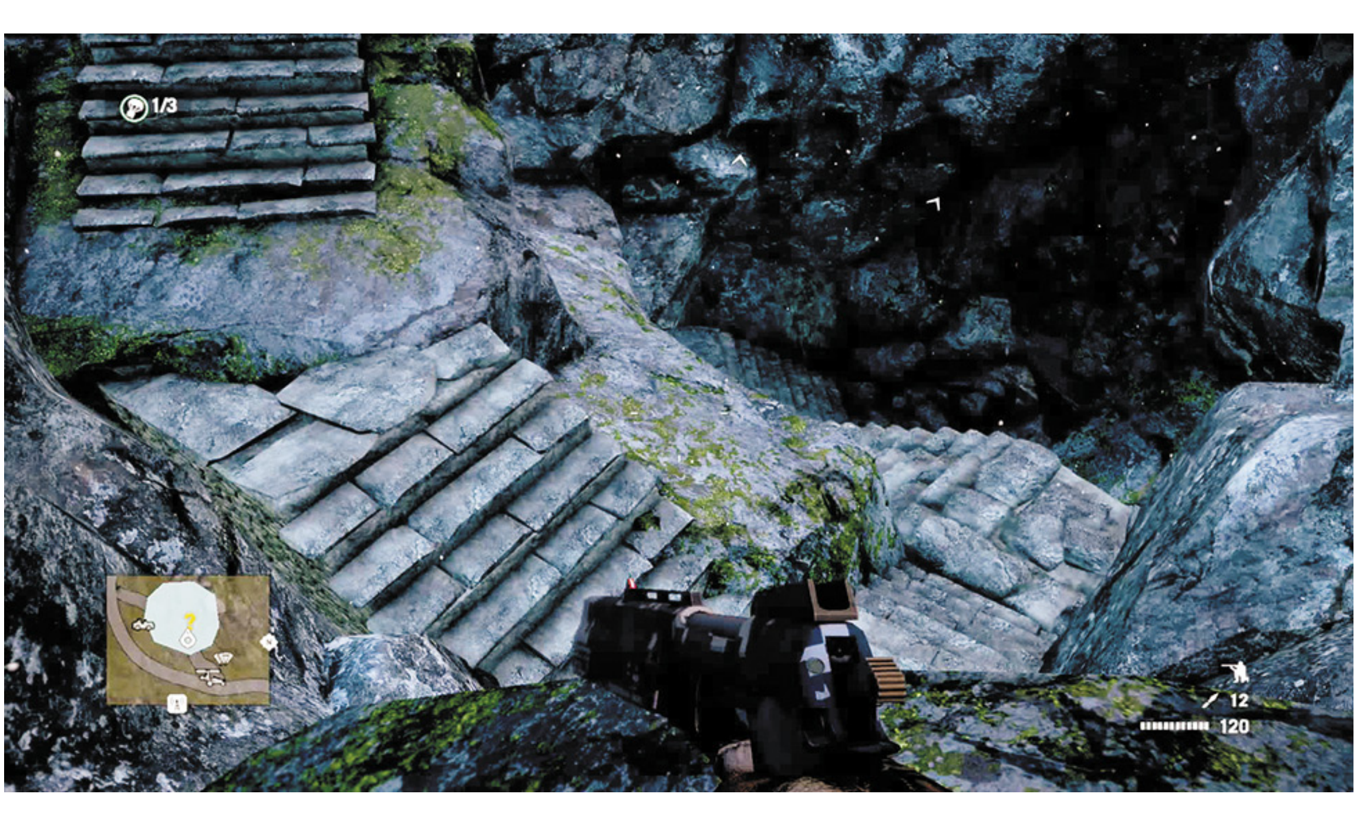
Location: **x:675 y:647**

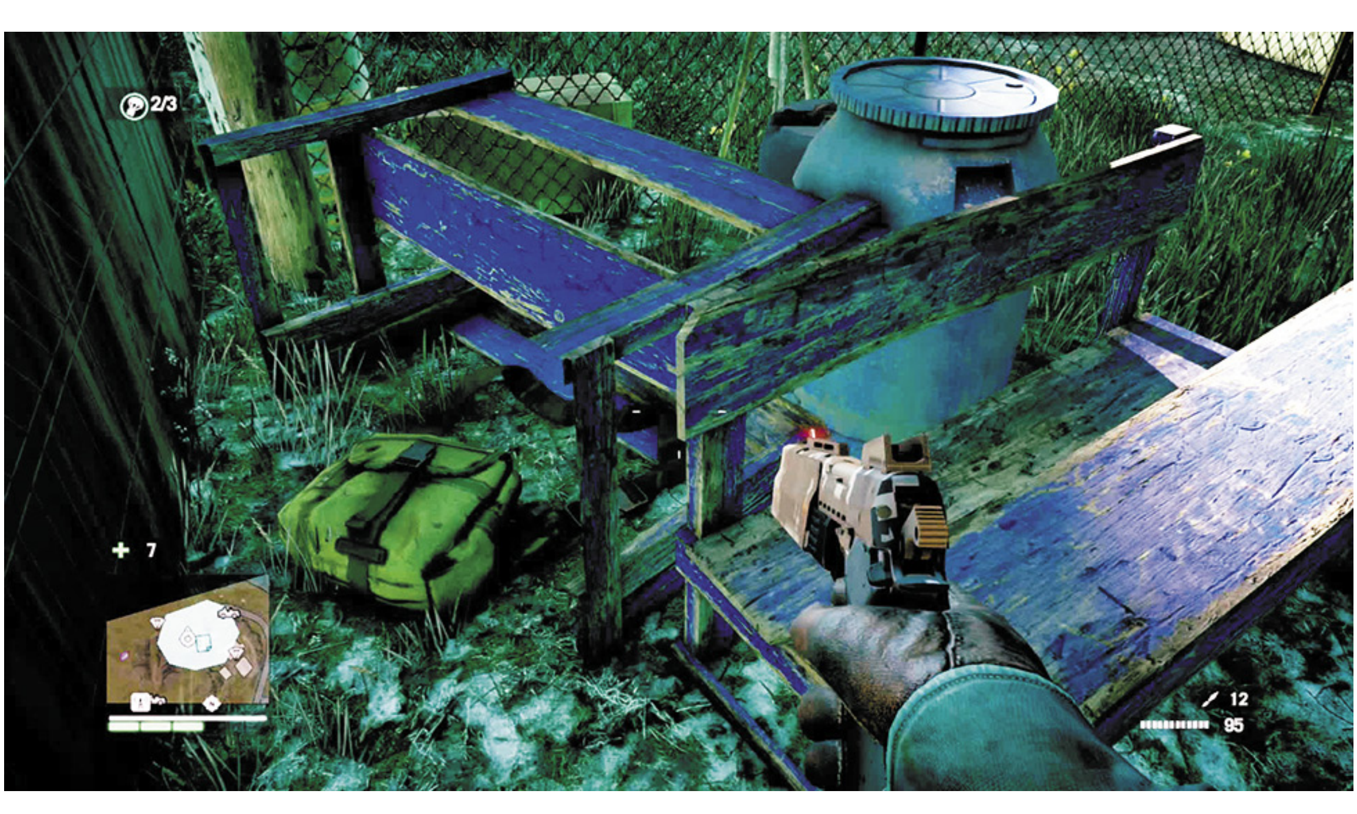
Backpack 1: On climbable ledge just upstream from a cabin guarded by a hunter and two leopards.

Backpack 2: On rocky platform. Take the buzzer to crazy stone stairs downward, but instead grapple up. Enemies may appear.

Backpack 3: Behind blue bench in the corner of a tent filled with blue benches. Expect resistance.

Drop Off: Use buzzer or drive to door.





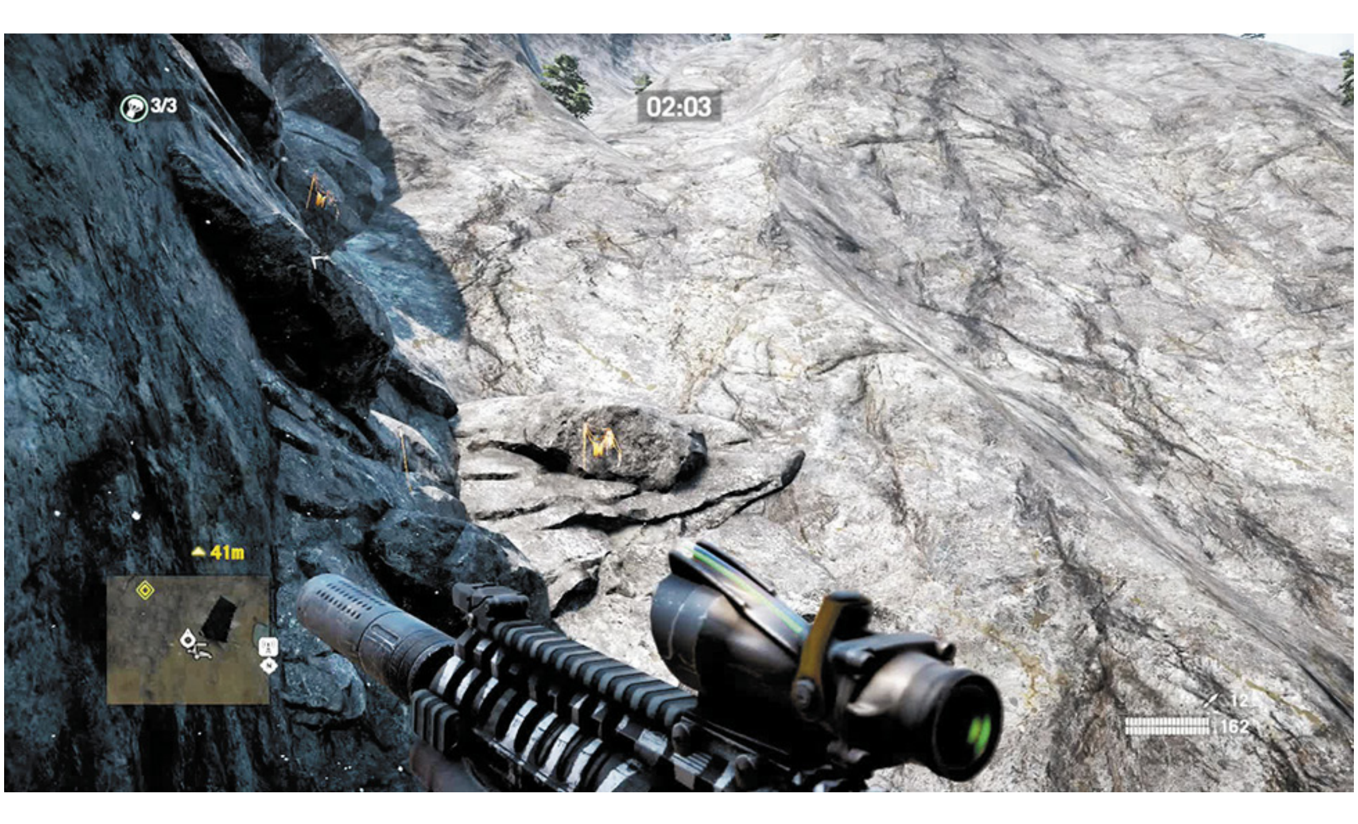
Location: **x:765 y:765**

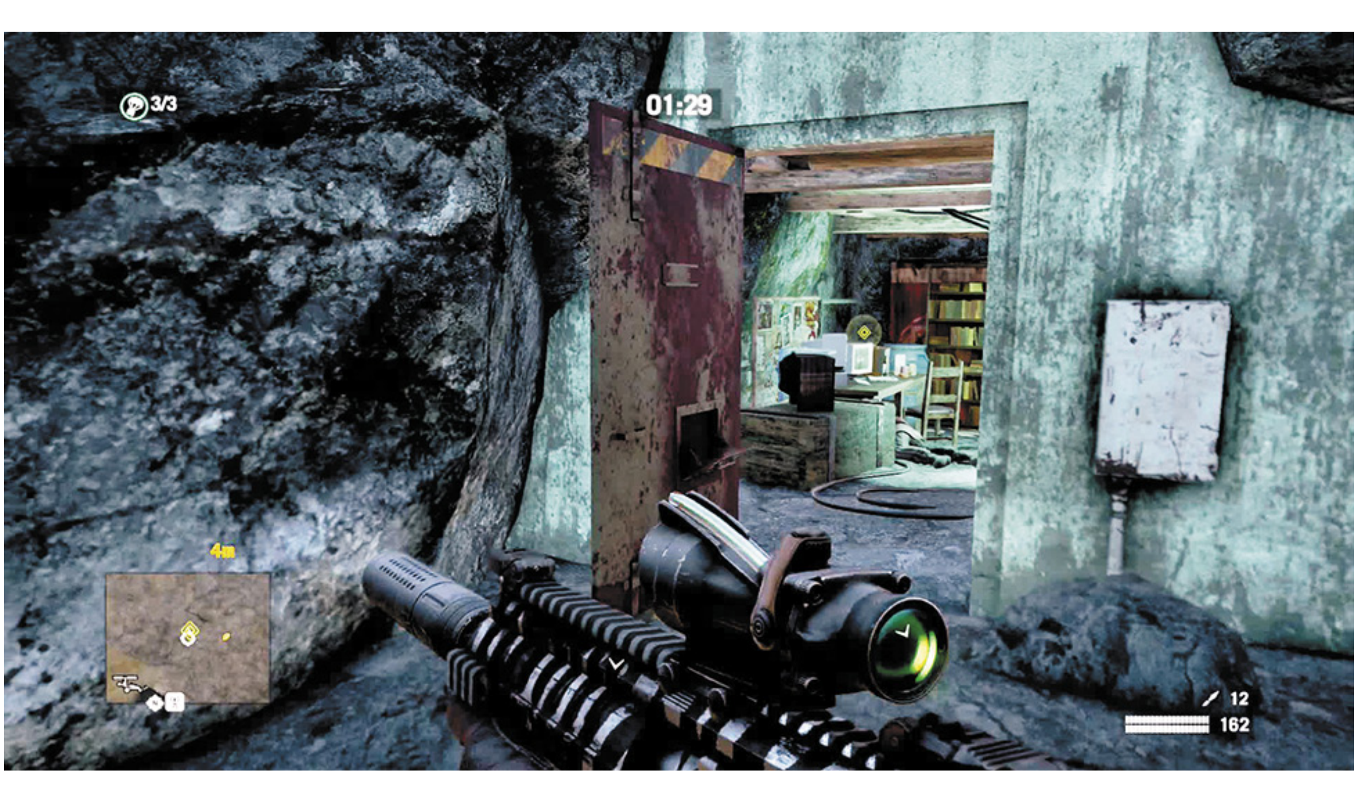
Backpack 1: In cave. From the northeast edge of the bridge, grapple down and fight off some combination of soldiers, wolves, and tigers (whatever's left alive when you get there), then swim to the bottom of the very deep underground lake.

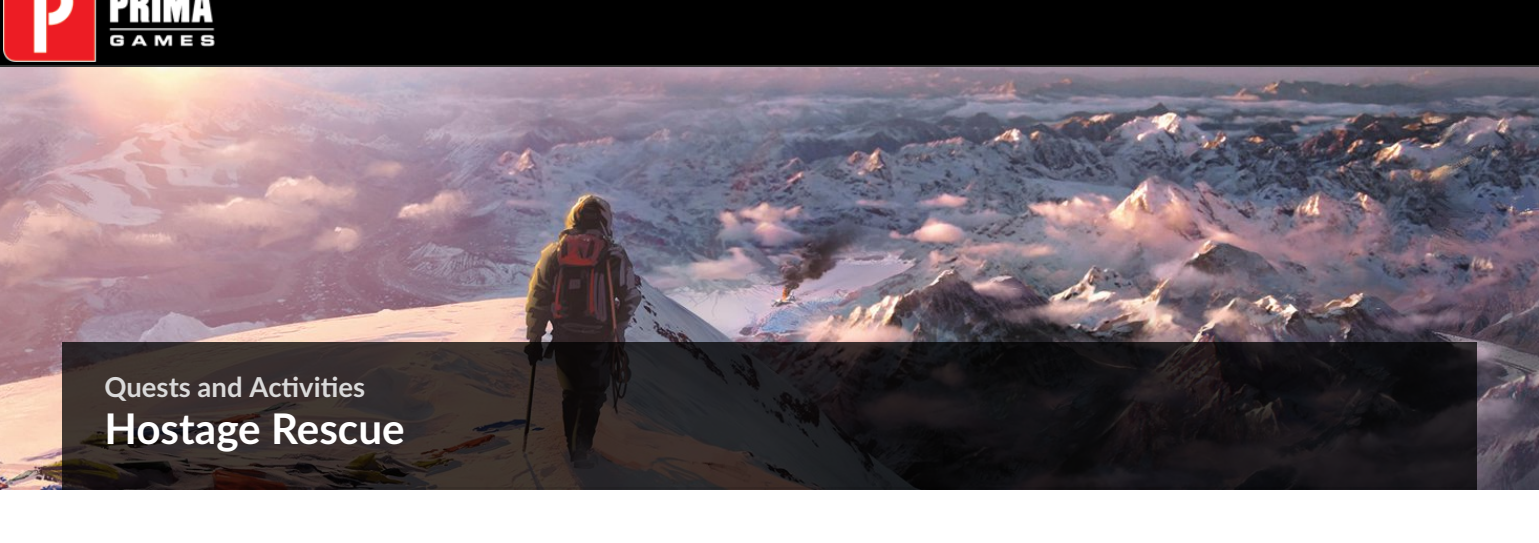
Backpack 2: Hanging on wall of the barracks on the west side of the enemy base. Take buzzer to next site.

Backpack 3: In cave. Take buzzer to cliff, then use grapple point overhead to lower yourself down into cave.

Drop Off: Climb crazy network of grapples, ledges, and log bridges to reach the open door. Or just land the buzzer right on the doorstep.







Quests and Activities

Hostage Rescue

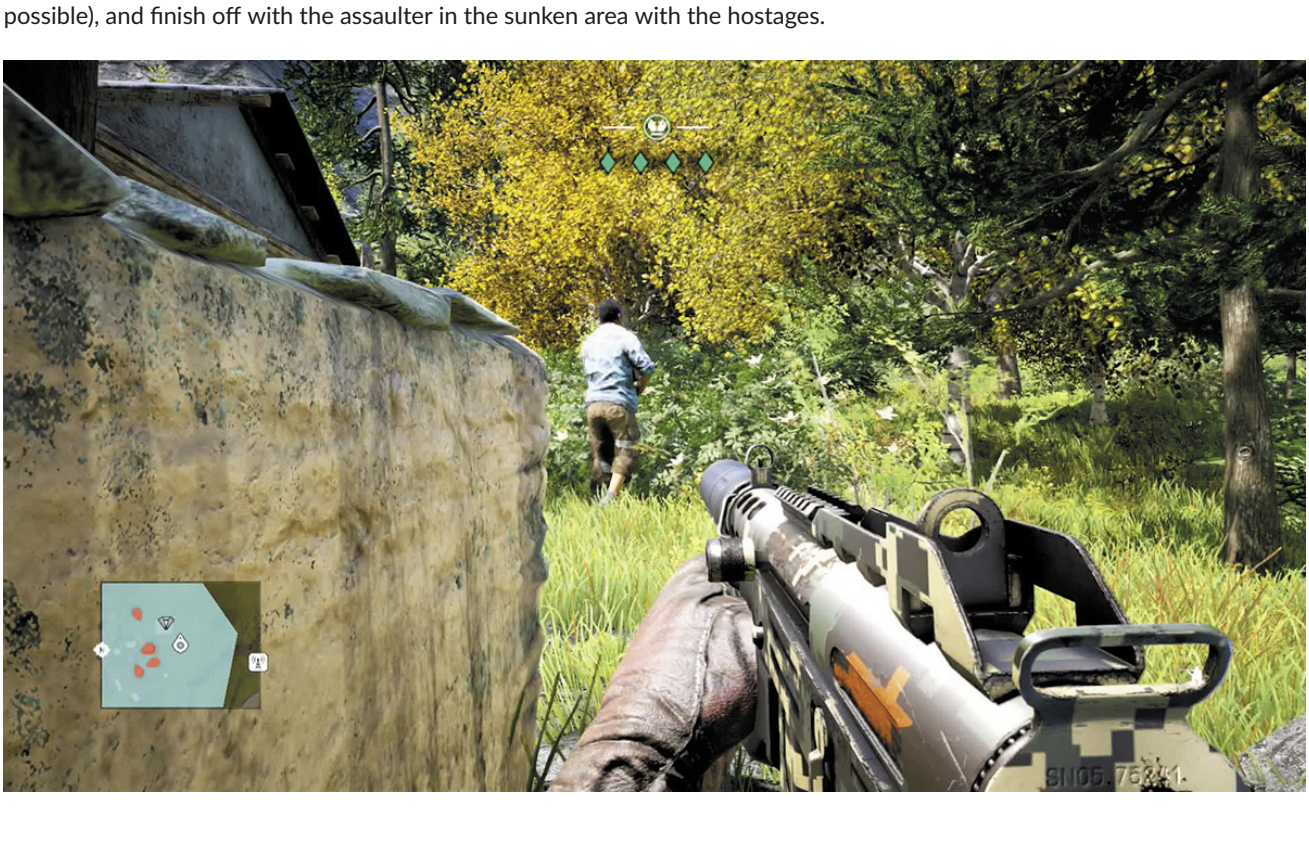
Not to be confused with the Karma Event of the same name, Hostage Rescue quests find you tasked with infiltrating an enemy camp and taking out the captors without harming the captives. You can take any approach you like, but considering how fragile the hostages tend to be, stealth and sniping usually work much better than a full frontal attack. Hostage Rescue quests are listed here by the name of the outpost where they are assigned. As usual, the strategies listed here will work, but they're far from the only option.

BAGHADUR

Location: **x:196 y:599**

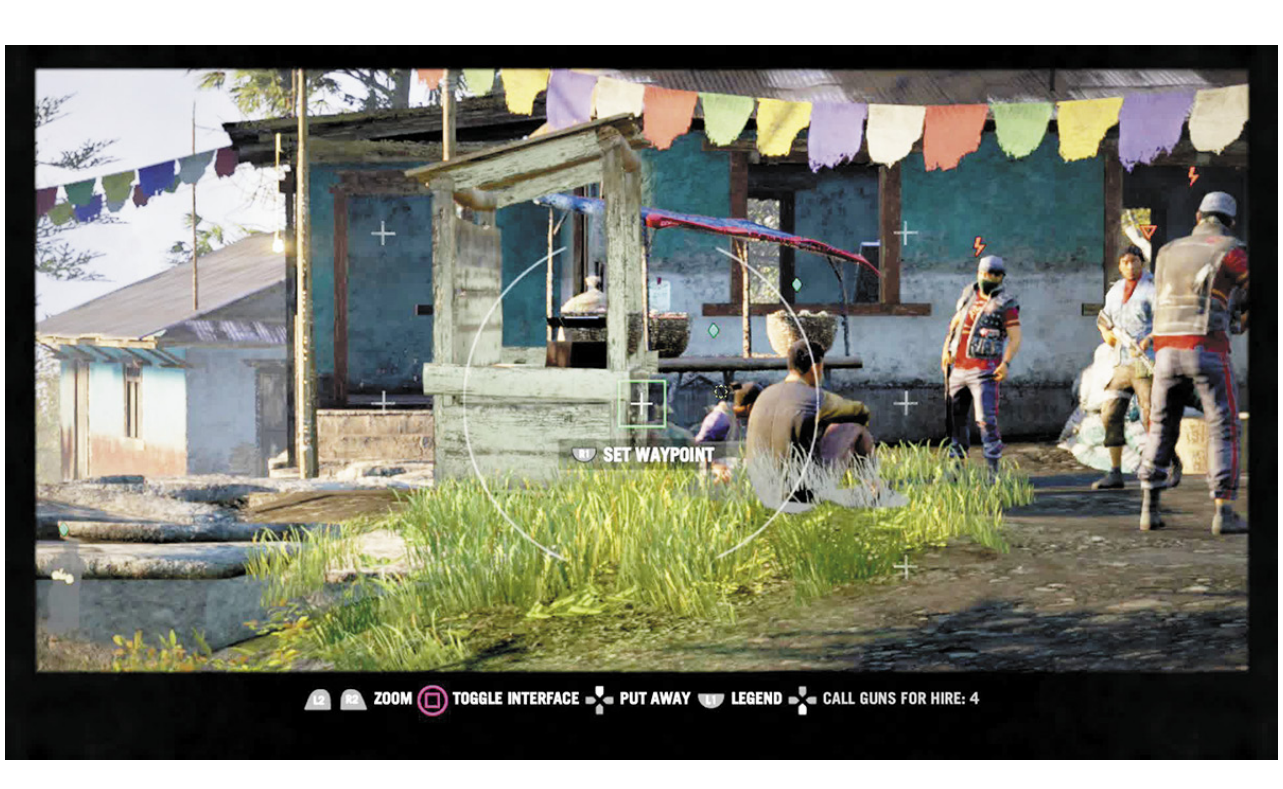
You should be able to tag all of the enemies from the tin-roofed hay sheds in the southwest. One of the hostages is getting special treatment from an assaulter up in the east, with another assaulter on patrol and an assaulter and a defender lounging close by. The other three hostages are corralled in the sunken area to the north, guarded by a fourth assaulter. There's also a fifth assaulter who sometimes stands, or sometimes sits, on the west-facing porch of the house in the southeast. We'll start with him.

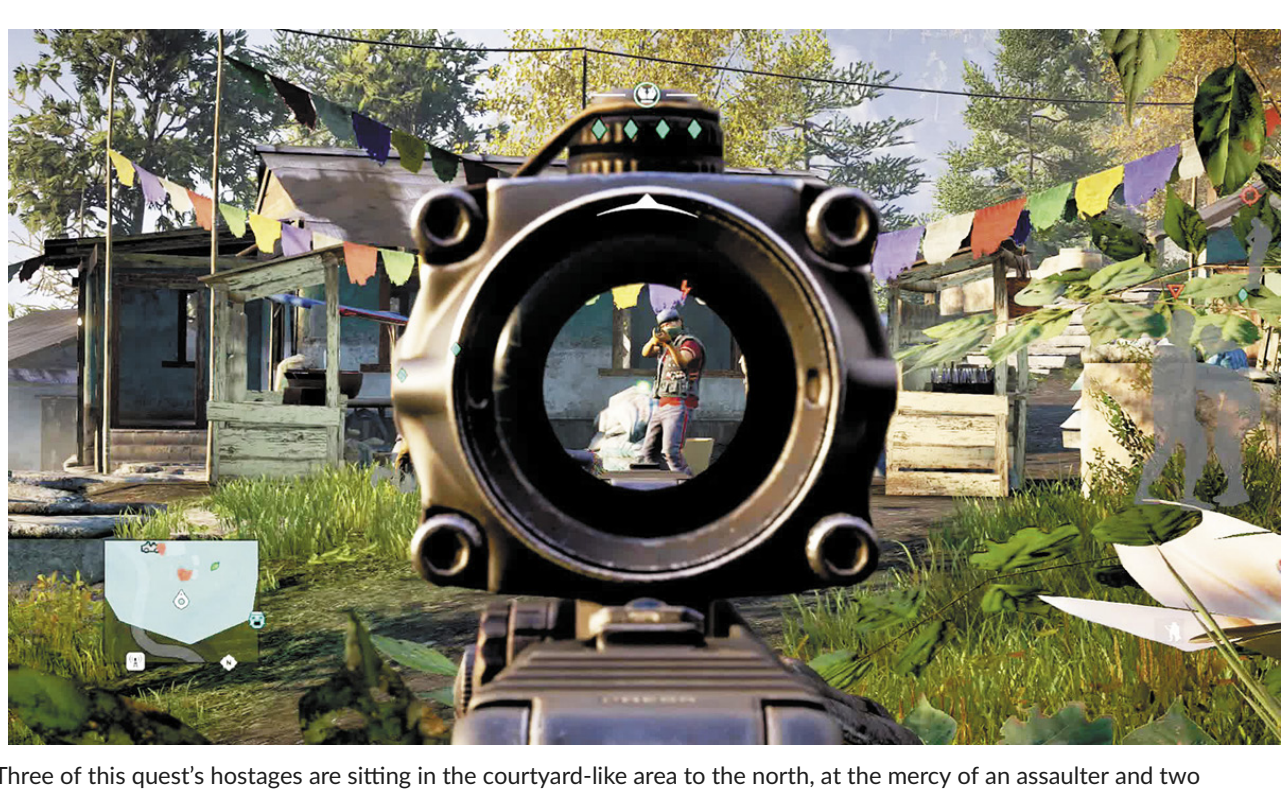
Sneak around and up to the house. One you reach him, distract him off to the north and put him down in the bushes (or get him close to the bees and disturb the hive), then curl around and peg the loner to the west. Drag his body behind the boulder and head back to the house. Wait for the wandering assaulter to get behind the loungers—you may have to lure him if he gets too engrossed in the action in the pit—and take him down as well. Waste the two loungers (with a Combo takedown, if possible), and finish off with the assaulter in the sunken area with the hostages.



BARNALI'S TEXTILES

Location: **x:446 y:687**





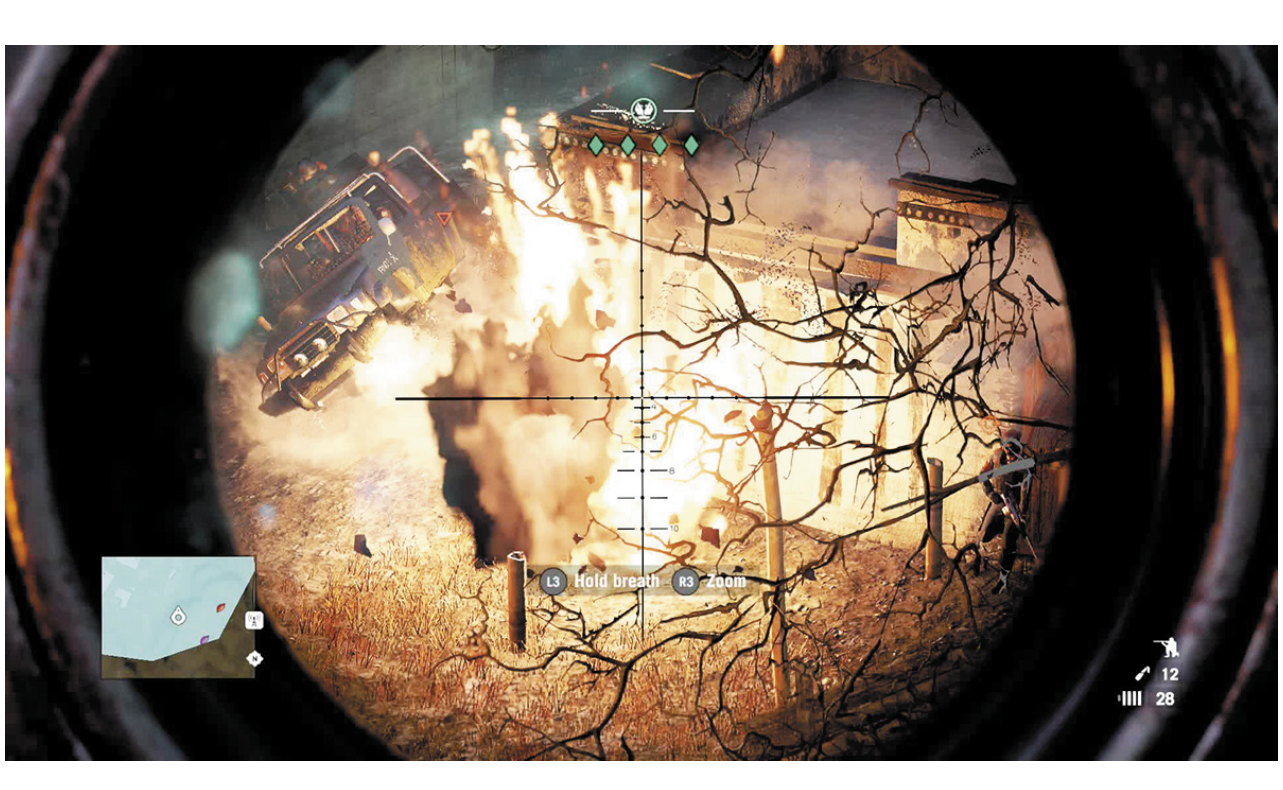
Three of this quest's hostages are sitting in the courtyard-like area to the north, at the mercy of an assaulter and two berserkers. The remaining hostage is farther south and down the stairs, guarded by a lone assaulter. Also important is the sniper hanging out in the east, at one of the highest points on the map.

Taking down the sniper won't save lives, but it gives you a much better chance of operating in secrecy. Put him away, then creep down the stairs and take care of the lone assaulter. From there, it's a simple matter of handling the three clustered guards, either with an ambush (sweeping the area with a high-powered gun at shoulder height works well since the hostages are all sitting, as do the Combo takedowns) or systematic lure-and-snuff techniques.

Note that one of the berserkers may carry his captive down to join the assaulter in the south. The same tactics apply, only now you have two pairs of enemies to take out instead of a single and a trio.

BORDER OBSERVATION POST

Location: **x:811 y:665**



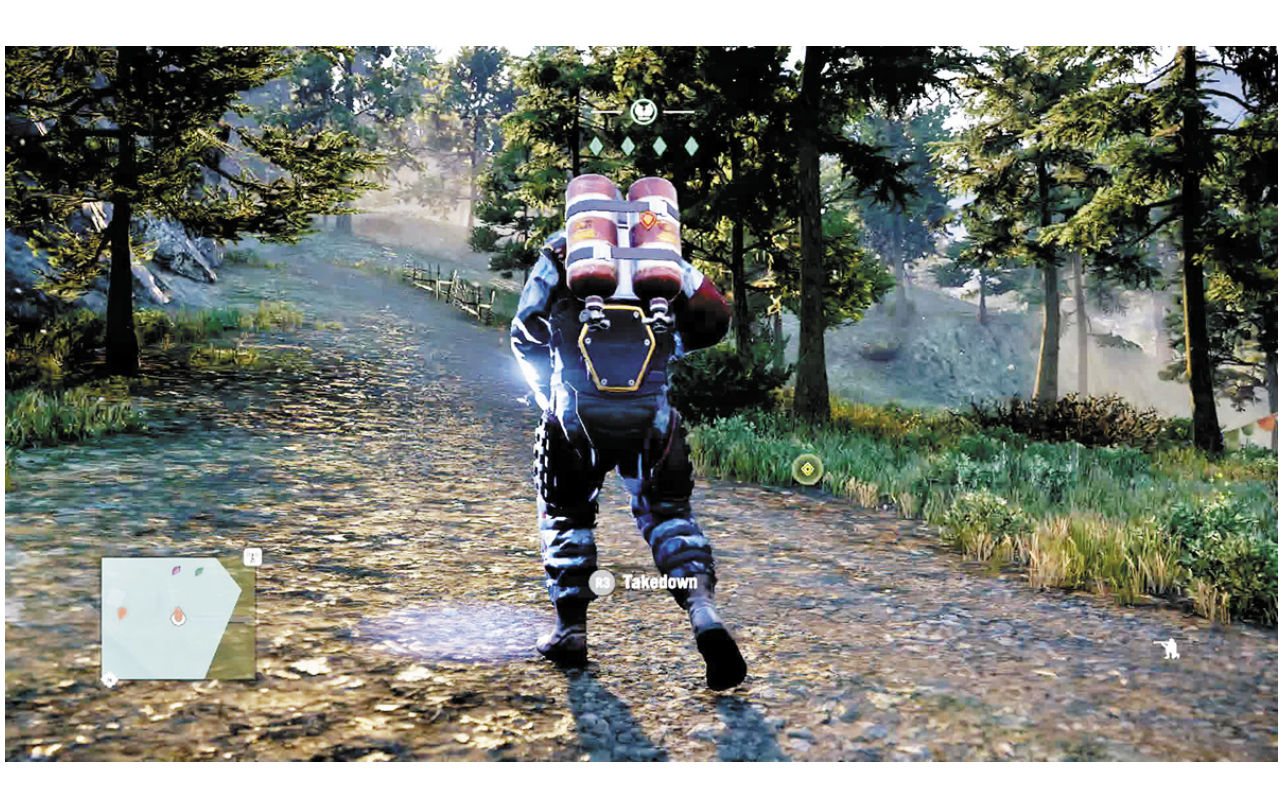
Here's a puzzle: If you have one hostage digging in the central yard, with two rooftop snipers to the south and a third on a porch to the north, and a technical with two defenders driving in circles, where are the other three hostages?

Let's find out. Take up position on the hills to the north and snipe the two snipers on the rooftops. Then, slide to the east (yet staying on the cliff) until you have a clear shot at the explosive barrel on the porch next to the third sniper. Wait for the sniper to lean against the door, out of sight of the road, and put him down. Then, when the technical drives by, shoot the barrel and slide down the slope.

The blast should bring two chargers and two defenders sprinting from the southeast side of the camp. However, because they haven't yet seen you, they won't have decided to kill the hostages (who are all inside the building). Tag and hunt the bad guys one by one and the quest is complete.

KEO GOLD STORAGE

Location: **x:438 y:817**

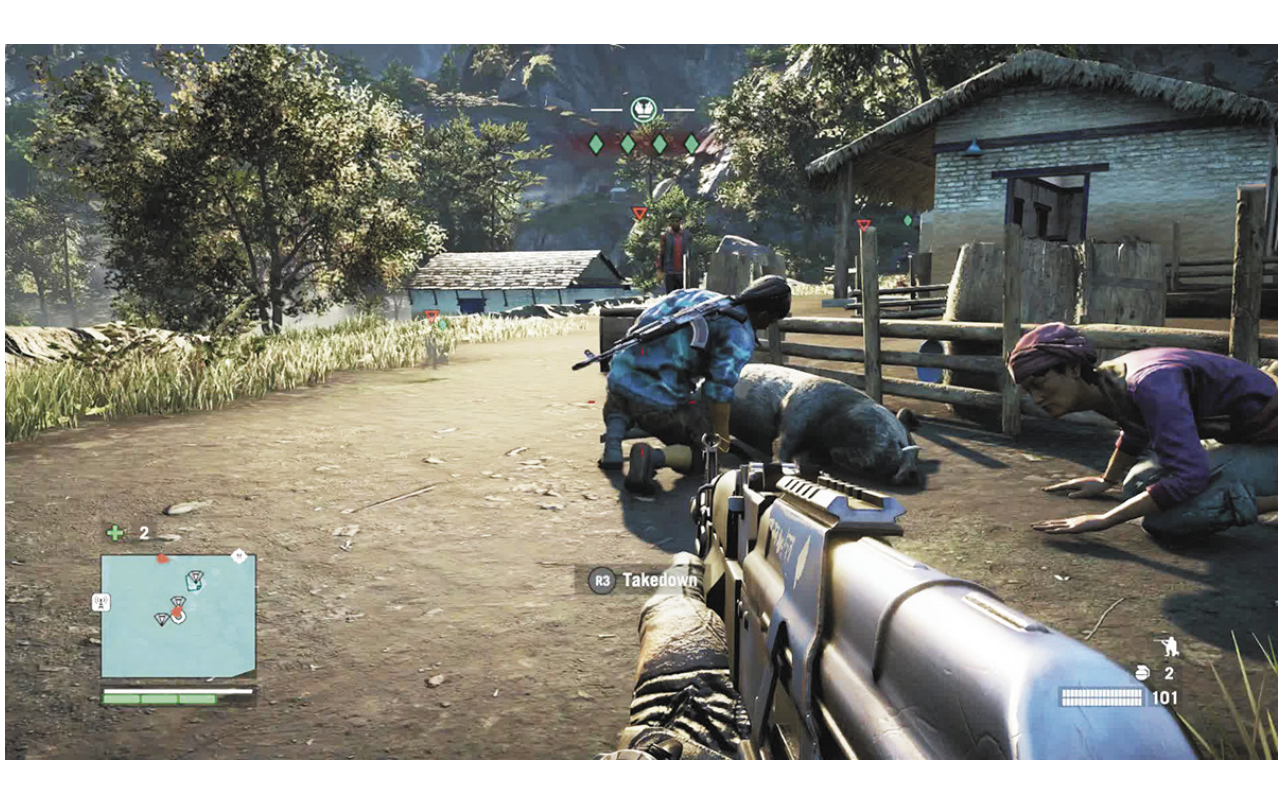


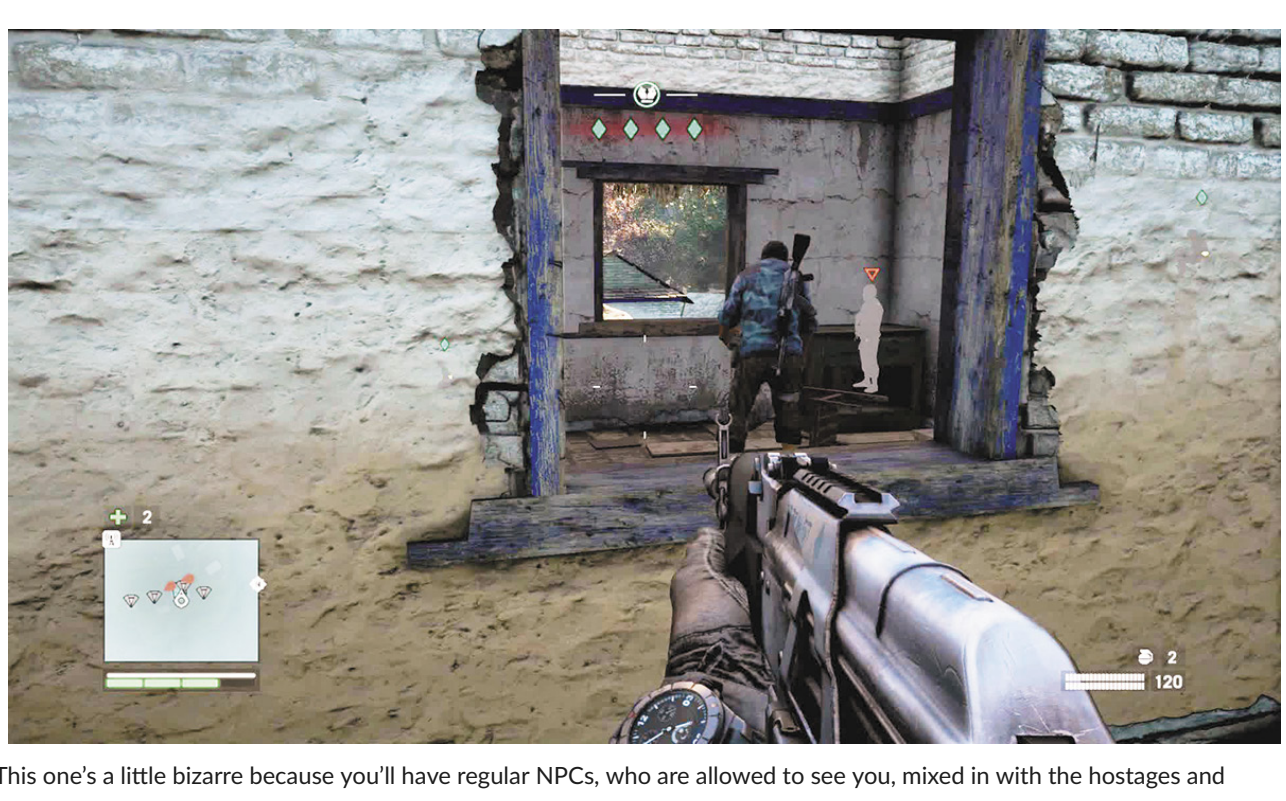
The heavy flamer patrolling this map roams all over the place. Wait for him to stroll near the rocks on the west, the map's lowest point, and put him down out of sight of the other soldiers. Then slip into the empty barn on the high northern corner of the map and scan the area. You'll find a sniper on the roof almost straight south, and a hostage and guard inside that same building. You should also see two guards near a distant cabin to the east (there are two hostages kneeling by them). are slowly marching all around the compound.

This is actually easier than it looks. Make sure the marching guard isn't looking, then snipe the sniper and the guard inside the house (you should be able to target him through the window). Then creep around to the pair to the east. Use either Chain takedown or Knife Throw takedown to get them both in quick succession. That leaves only the marching guard—the very, very easy to sneak up upon marching guard—between you and the "mission complete" message.

KHILANA BAZAAR

Location: **x:299 y:426**



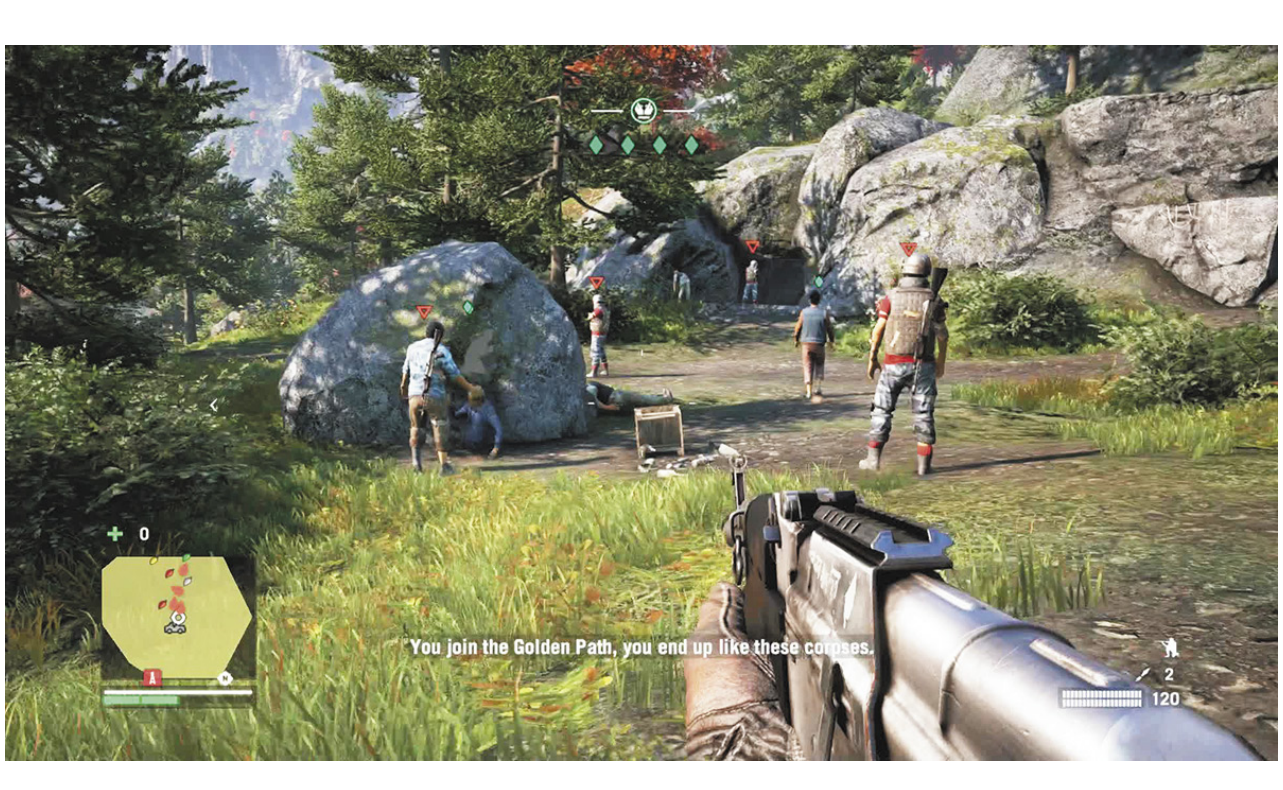


This one's a little bizarre because you'll have regular NPCs, who are allowed to see you, mixed in with the hostages and captors. Two hostages are lying on the porch of the central house, and a third is by herself near a little shack to the north. One assaulter roams casually between them. The fourth hostage kneels against the south wall of the building on the west, where a second assaulter alternates between harassing the hostage and checking on the central house. A third assaulter focuses mostly on skinning an animal carcass to the south, and a fourth waits inside the main house. He's the trap.

Slide down the southwestern slopes and take down the skinner first. Stash his body. Then slide around the back of the house and knife the inside guard through the window or the side door. Finally, check the positions of the two roamers and put them down in whatever order gives you the least chance of getting spotted.

KYRA TEA WEIGH STATION

Location: **x:345 y:378**



Takedown
I want this place cleared in thirty minutes. Keep working.

One of the simpler rescues, this quest sends you to a small mine entrance, where three defenders and an assaulter each guard one hostage. However, all four pretty much face toward the mine. If you act swiftly, you can hit all four with takedowns in just a few seconds.

Start at the north, near the truck. The first kill is the toughest. You've got one guard marching his prisoner back and forth to and from the truck and another beating his prisoner near the boulder. Wait until the marcher's route goes toward the cave and takes him past the boulder guard (who turns around once in a while). Once that happens, take down first the boulder guard, then the marcher in quick succession. Move up the path to get the guard staring resolutely off to the south, and finish up with the one at the cave mouth.

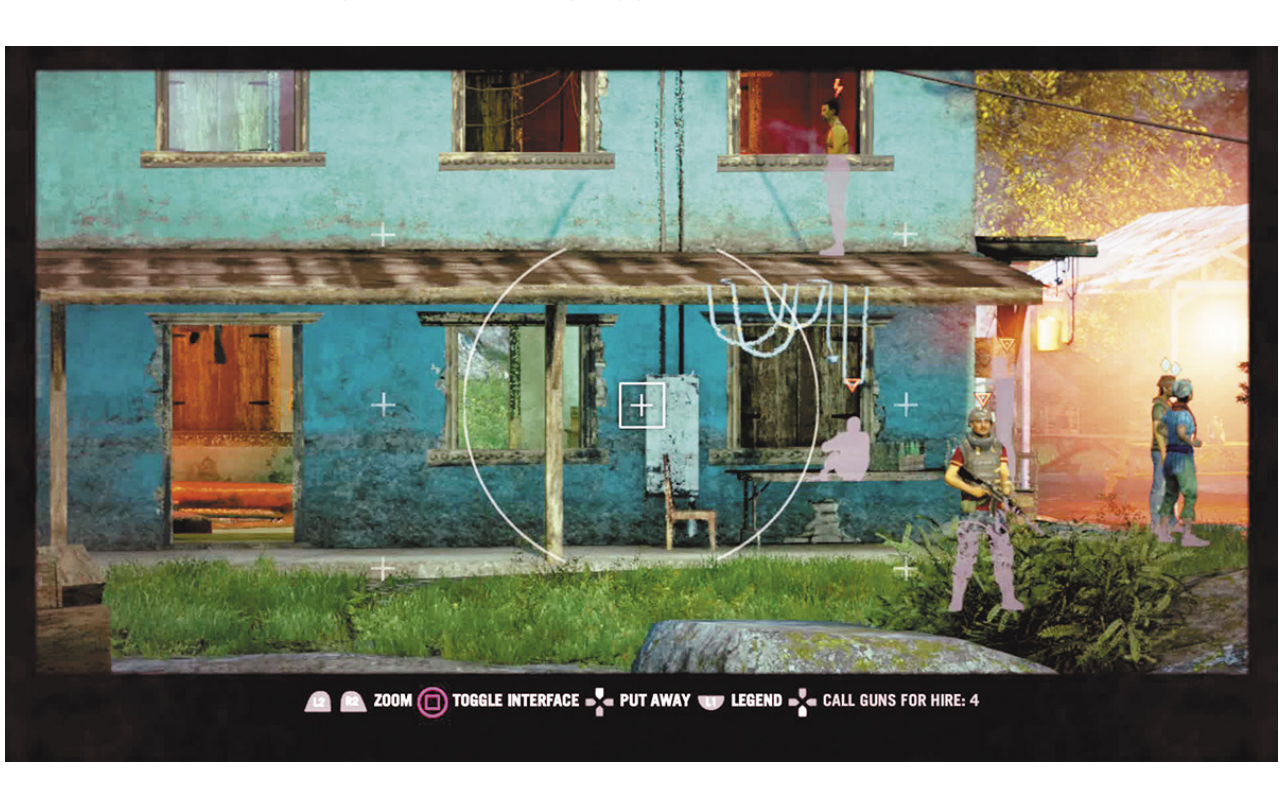
OPEN HEARTS CLINIC

Location: **x:387 y:674**

Two hostages appear on the house's east side, one in the yard and one on the porch with a beheader looking on. A defender and an assaulter guard the north corner, another defender watches the south, and there's another beheader visible through the upstairs window (guarding unseen hostages). Not only that, but another assaulter should drive up and enter the house as you watch.

Skirt around to the east and snipe the upstairs beheader from across the road. Then move south, where a path leads up to the house. Approach the downstairs window, where you should be able to take out the assaulter who just drove up.

Creep a curve around the house's south side now, taking out the lone defender and then the beheader. This leaves only the defender and an assaulter, whom you can take down any way you choose.

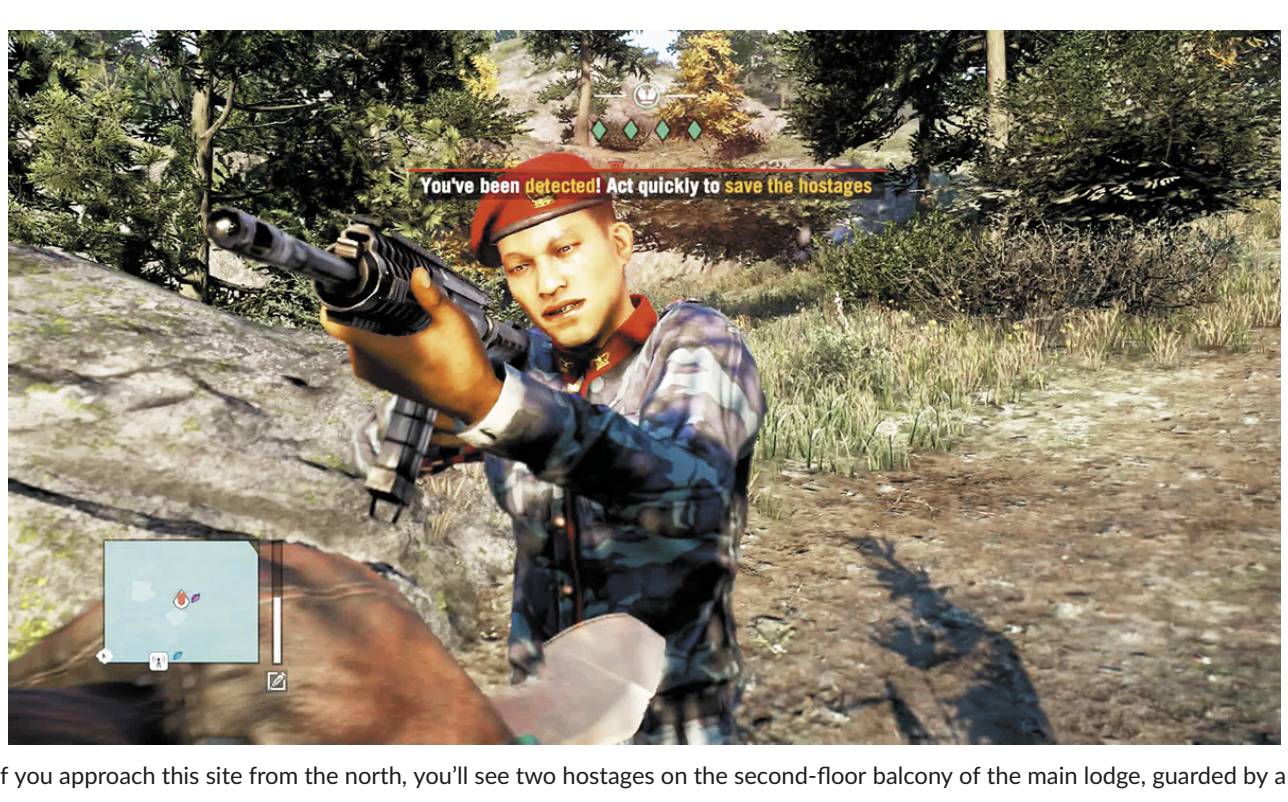


This one's all about windows.

POKHARI GHARA

Location: **x:552 y:748**

Hold breath
Zoom



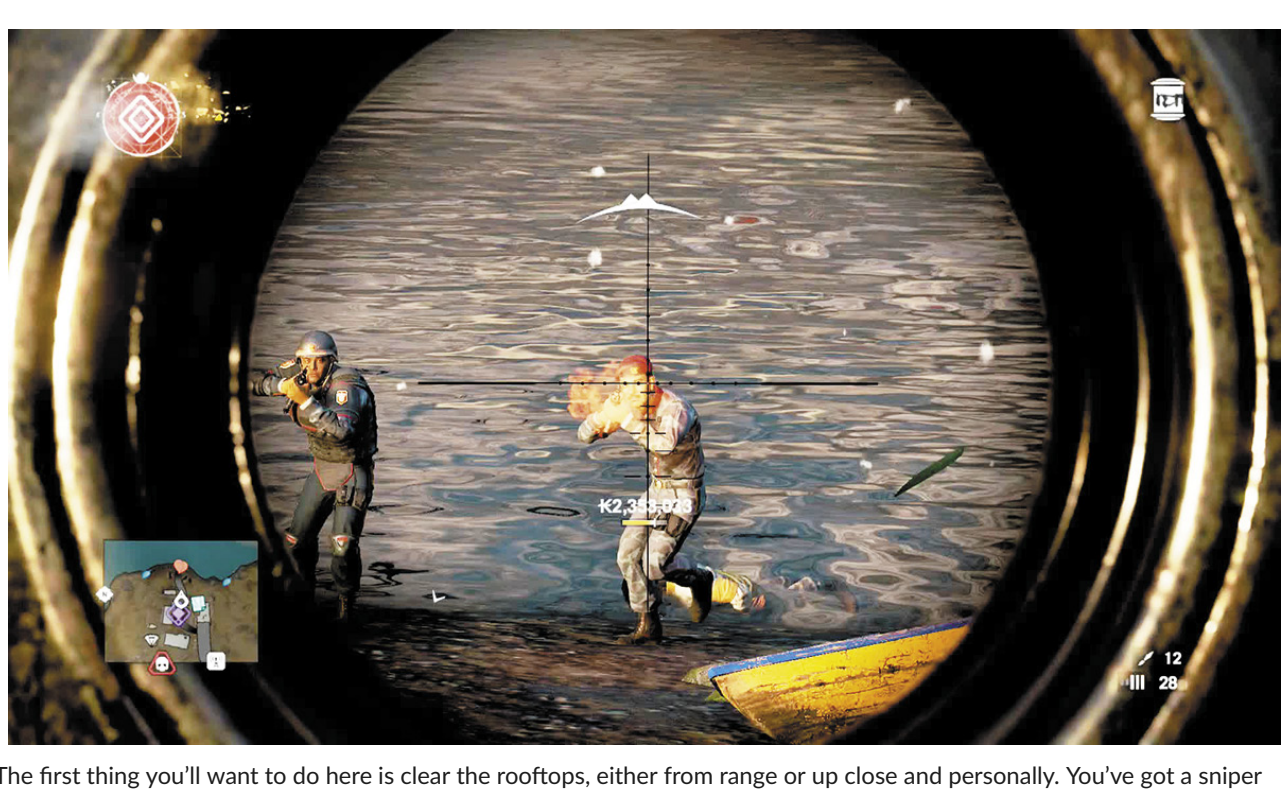
If you approach this site from the north, you'll see two hostages on the second-floor balcony of the main lodge, guarded by a pacing assaulter. In the hut to the east, two more assaulters guard and abuse one more hostage. The remaining hostage will be marching in a circle around the hotel, prodded by a gun-toting defender.

Wait for the marching hostage and defender to disappear behind the hotel. Then, when the heavy flamer walks out onto the raised steps to the west, take him down. Then take the assaulter on the balcony. Approach the house (if you haven't already), watching for the defender and his hostage to come by (a hunting syringe helps track him). You'll need to take him down before he can see the flamer's corpse. Once that's done, only the pair guarding the hut remain. Take them out using the quickest, safest-for-the-hostage method you have available.

RAJGAD GULAG

Location: **x:811 y:786**

HOLD
Move Body



The first thing you'll want to do here is clear the rooftops, either from range or up close and personally. You've got a sniper and a charger on one to the north, a sniper on one to the south with a charger walking a circle around the base, and two heavy flamers in the middle, keeping watch over four justifiably terrified hostages.

Start with the rooftops and kill your way down, making absolutely sure to keep a low profile. Silenced weapons, takedowns, thrown rocks to lure your enemies, and hiding bodies. The works. Be patient, and you'll get there.

There is also an even simpler, slightly cheat-like alternative: Grab your longest-range sniper rifle and crouch behind one of the large boulders *across* the river, on the eastern shore. Snipe away, starting with the enemies on the edges and moving toward the center. Stay behind the boulder, making sure the only enemy who could possibly see you at any given time is the one you're lining up for a headshot. The enemies will go on alert and run around in a panic, but as long as they don't see you, they won't kill the hostages. You can snipe every enemy in town from here, including the heavy flamers. When the coast is clear, swim across and free the hostages.

ROYAL RAKSI BREWERY

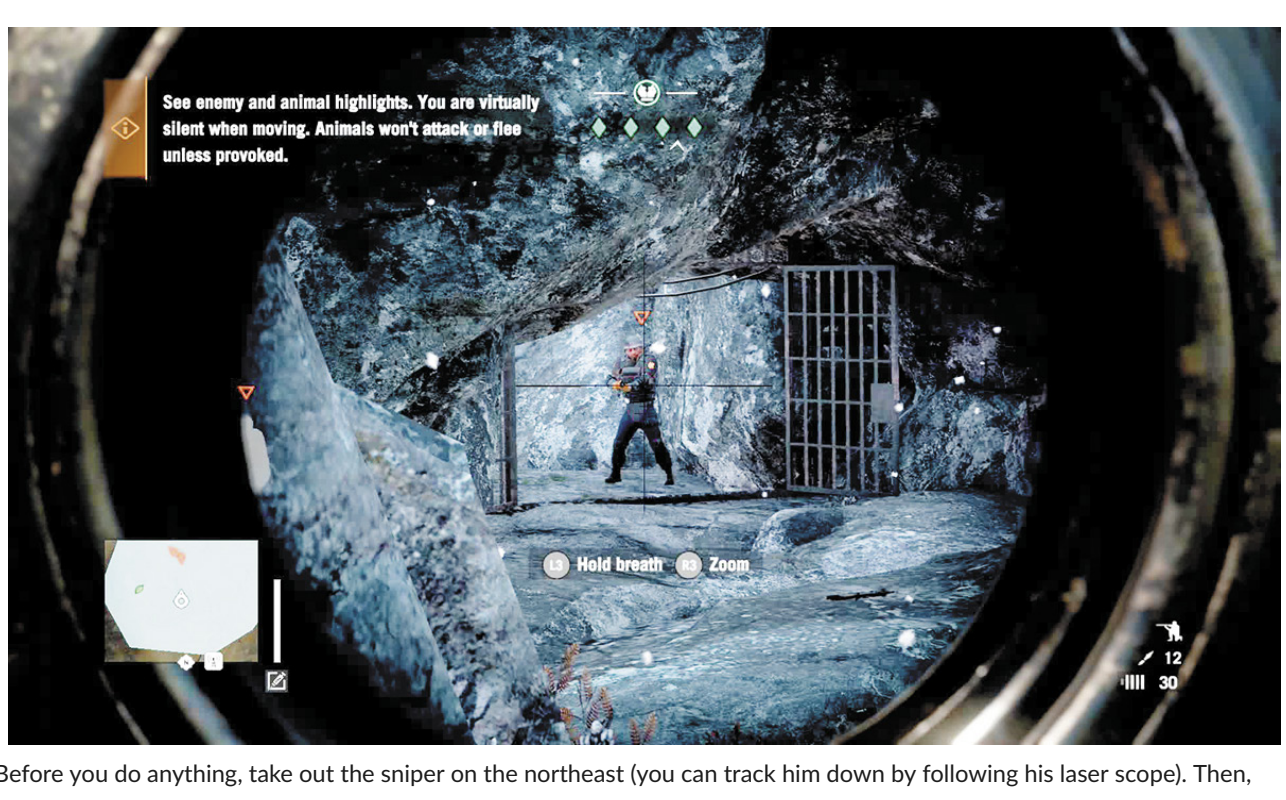
Location: **x:554 y:535**

ZOOM TOGGLE INTERFACE PUT AWAY LEGEND CALL GUNS FOR HIRE: 4

First, there are only two entrances to this quest, which takes place in a cave. Search the eastern end of the quest area for a river that spills into a vertical cave entrance. Grapple down. Only two enemies pose a threat to your descent, and both are facing away to the east, resting or watching hostages. A third watches a hostage to the northeast, with his back to the waterfall. Take out all three foes, then move down the tunnel to where an assaulter watches over a hostage. Past him, a defender and a berserker watch over another entrance. Eliminate them and the quest is complete.

SAHI JILE CHECKPOINT

Location: **x:669 y:764**


See enemy and animal highlights. You are virtually silent when moving. Animals won't attack or flee unless provoked.
Hold breath
Zoom

Before you do anything, take out the sniper on the northeast (you can track him down by following his laser scope). Then, peek over the ledge to the southwest, where two defenders stand near what looks an awful lot like an explodable barrel. Test this theory (yep!) and slide down the slope.

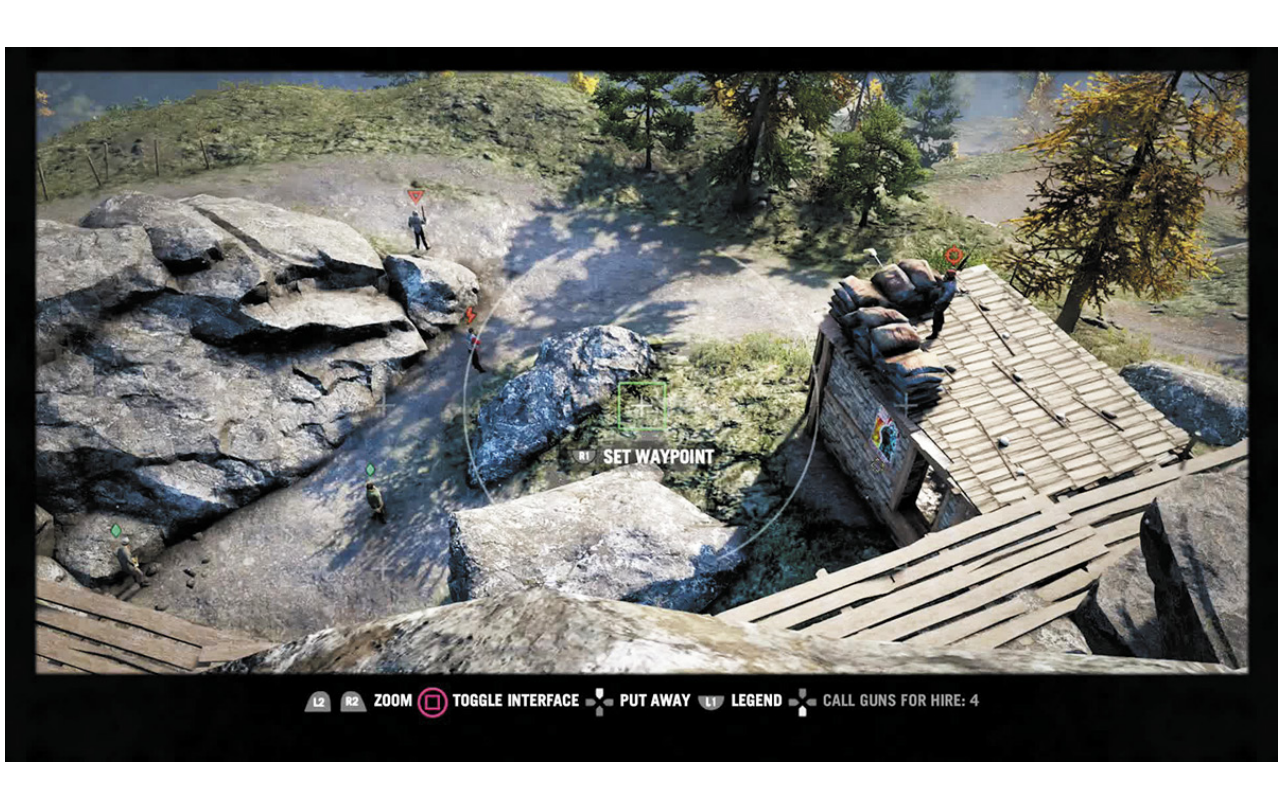
TIP

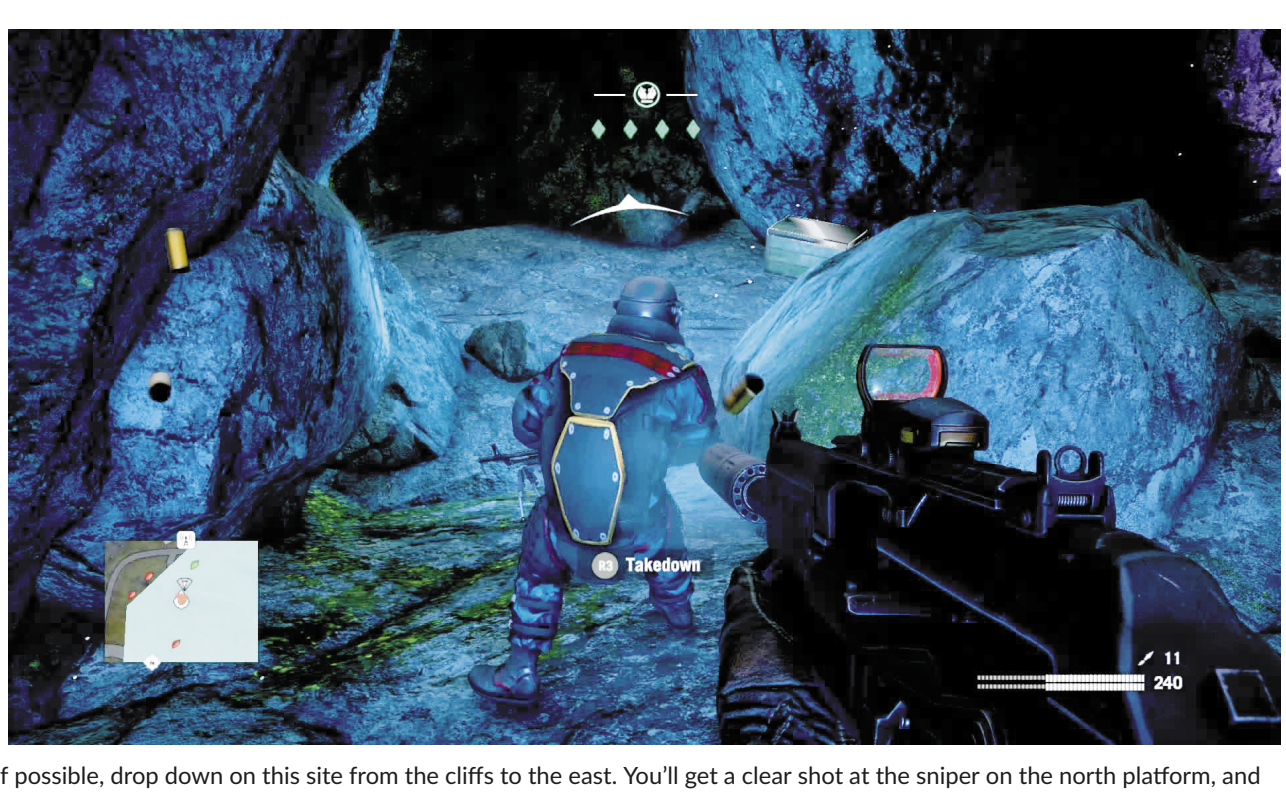
A hunting syringe is extra helpful on quests in caves, where narrow, twisting tunnel walls often make it tough to tag enemies.

Min's troops will file out of the cave one by one. Take them out swiftly as they come and you won't trigger the alarm. Once everyone's out who's coming out, head inside to ice any stragglers and free the four hostages chained to the walls.

SHIKHARPUR

Location: **x:675 y:698**





If possible, drop down on this site from the cliffs to the east. You'll get a clear shot at the sniper on the north platform, and from there, a clear shot at the two defenders and charger guarding the path below and to the south. You must take them out without detection, so use whatever methods you favor to do so (takedowns, headshots, throwing knives, etc.). One method might be to snipe the defender who wanders in and out of the cave, then do a Combo takedown on the remaining defender and the charger.

Once the surface is clear and the first two hostages are safe, head into the mine. You'll encounter one charger and one heavy gunner (and possibly that wandering defender if you didn't kill him topside), but the gunner is the only one who provides any real threat. He'll probably be the deepest in though, so if you've killed everyone else, you can engage him without worrying about any harm coming to the remaining hostages.

TIRTHA

Location: **x:499 y:371**

Two hostages in the house, and two next to one another outside to the south. There's a sniper moving around, but mostly watching the north, and a berserker focuses on pouring gas around the foundation of the house. One defender is guarding the two hostages inside the house (though he likes to step out onto the north porch), and a second prowls around the two hostages in the yard to the south. You have a clear path to approach from the east.

Pop the sniper when he stands on the east ledge or climbs onto the porch roof, so the others won't see his body. Then approach and whack the gasser (probably from the east, but you could drop onto him from the roof if you climbed up the house on the west side). Slip into the house to whack its defender, then finish with a takedown of the defender in the yard.

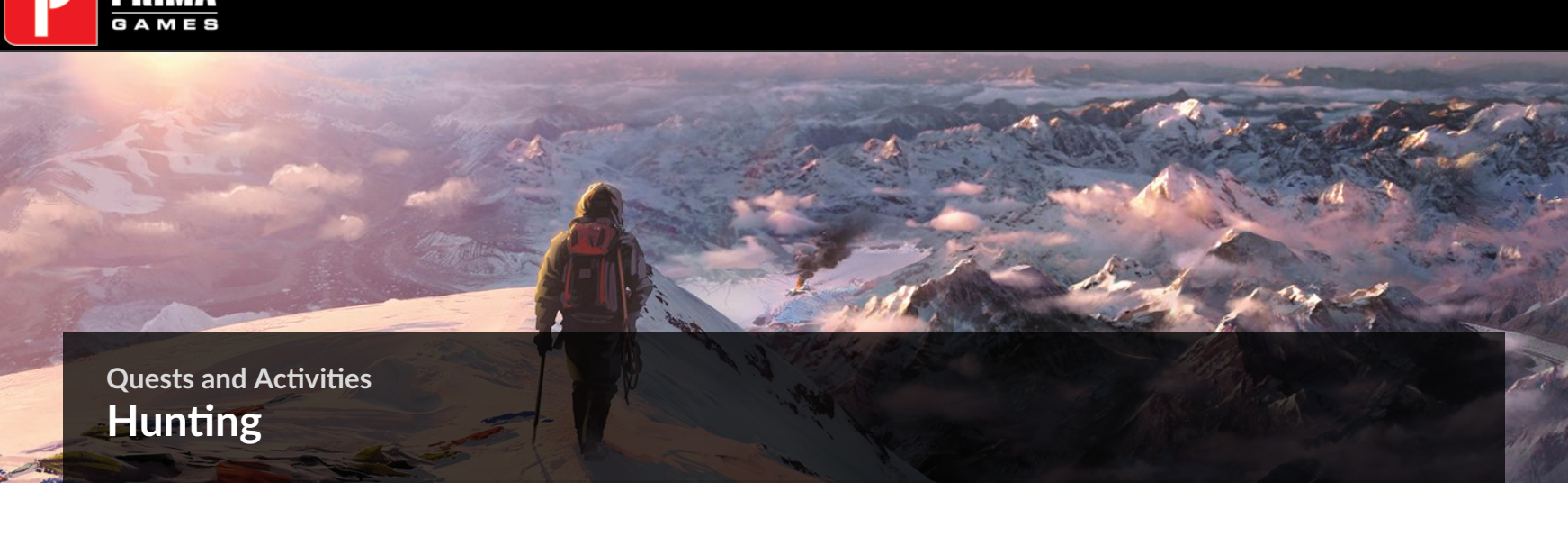
VARSHAKOT

Location: **x:512 y:431**

Be careful when approaching this site from the river—you can climb out of the water and right into the view of the guards here. The road from the northeast is safe, and leads straight to a large house that offers nice cover.

The defender on patrol here will offer you the chance to get right to work. Slide around the building's south side and lure the nearby assaulter into your web. You'll find two hostages on the building's west side, and if you stand at the window and look west, you'll see the other two on a stone pier. Two assaulters stand guard, one stationary and one roaming. Wait for the latter to stroll off along the water's edge, then take down first the stationary assaulter, then the stroller. Finally, shoot the lone assaulter on a pier to the north, so far removed from the action that he poses no threat at all.

HOSTAGE RESCUE
Bonus: All hostages saved



Quests and Activities

Hunting

It goes without saying that Kyrat is a wild place. Any country where you can go out for a Sunday jog and see a leopard try to take down a rhino qualifies as officially not in Kansas any more. And despite the many occasions when you'll have to "hunt" out of sheer self-defense, there are plenty of times when you need to hunt for a very specific reason.

Hunting quests come in three types: Control, Supplies, and Survivor.

Bring back meat to the drop box
23m

HUNTING: CONTROL

Control quests involve putting down rogue animals, sometimes by the pack. You'll always have multiple areas to purge, but you can handle them in any order.

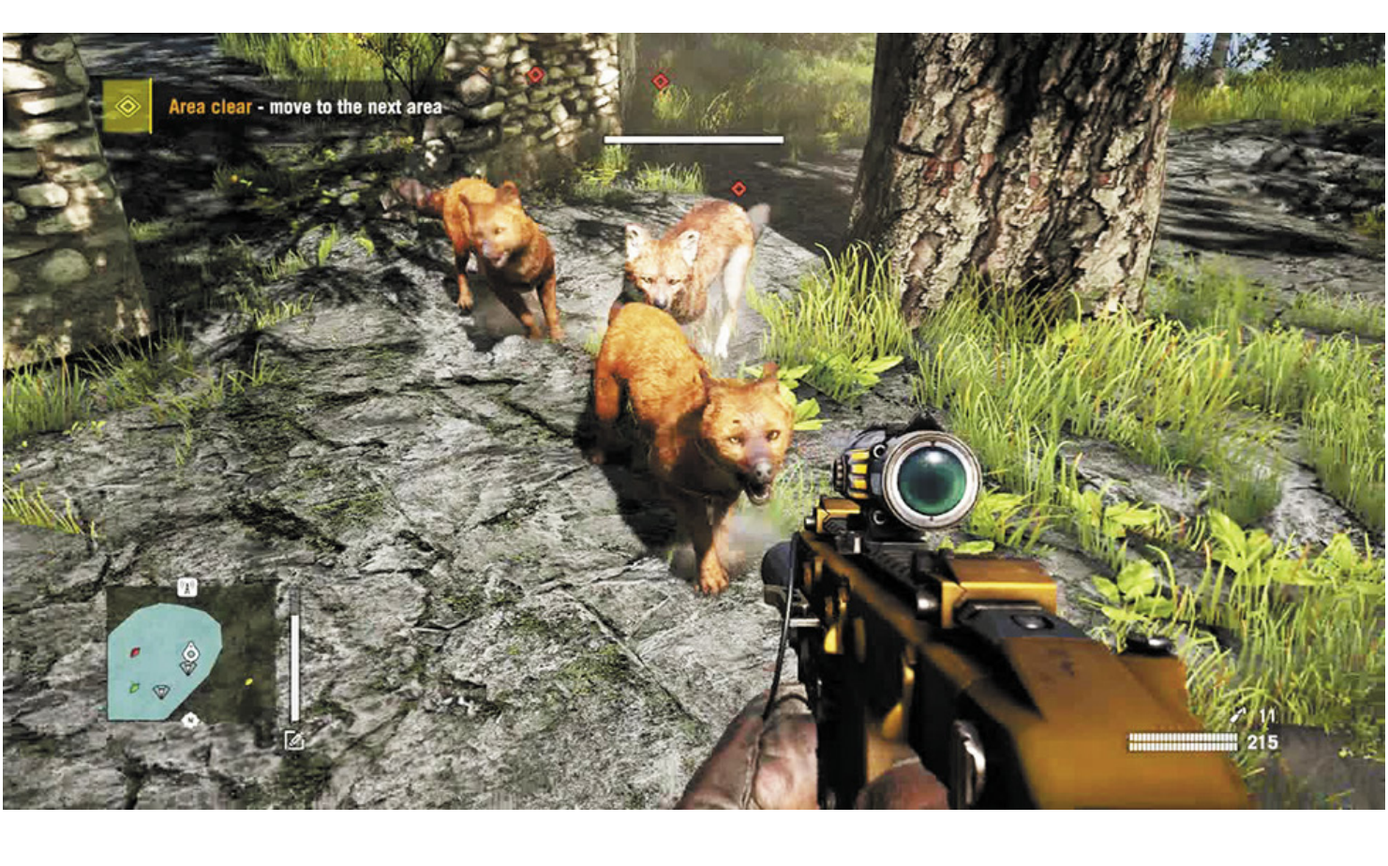
SHANATH

Location: **x:446 y:605** Target: **Dholes**

Just outside the arena, you'll find a yak herder with a unique problem. It seems chemical runoff from the nearby heroin refinery has driven the dholes in the area into a murderous rage. As if dholes weren't vicious enough, right?

Once you reach the site, harvest the red and blue flowers and make yourself a hunting syringe. You'll want it.

The cave to the southeast is the easier of the two sites. The dholes there tend to appear in clusters of two to four and are easier to manage. However, the larger group haunting the site north of the starting area run as a single pack, so it's very easy to find yourself at the bottom of a heroin-fueled nine-on-one dogpile. Lay mines, start the battle from afar with something rapid-fire and zoomable (like a scoped AR or LMG), and have a powerful shotgun ready for any that make it to you.

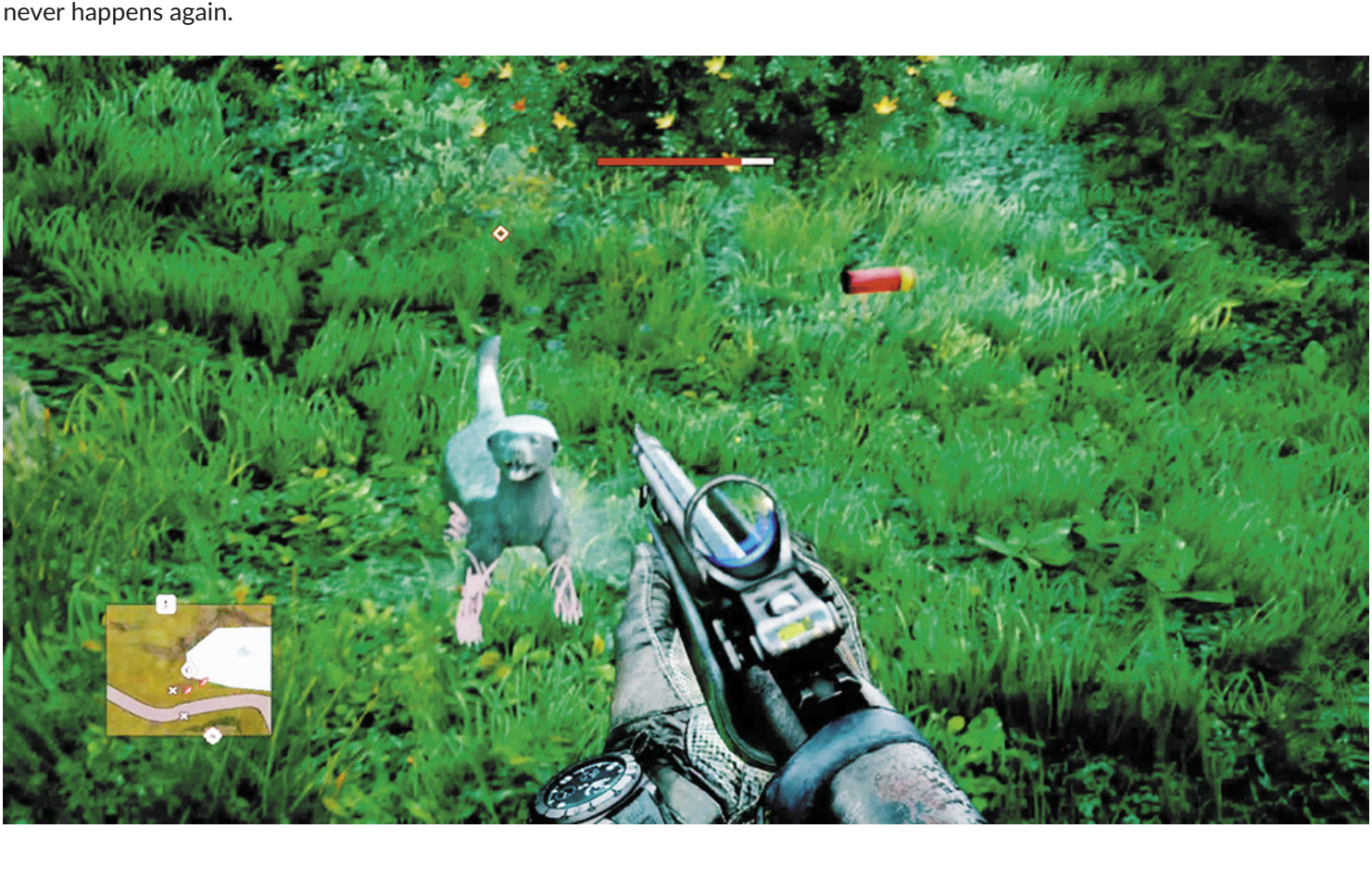


You can put these puppies down any way you like. We recommend a SPAS-12 or rapid-fire SMG like the Stinger.

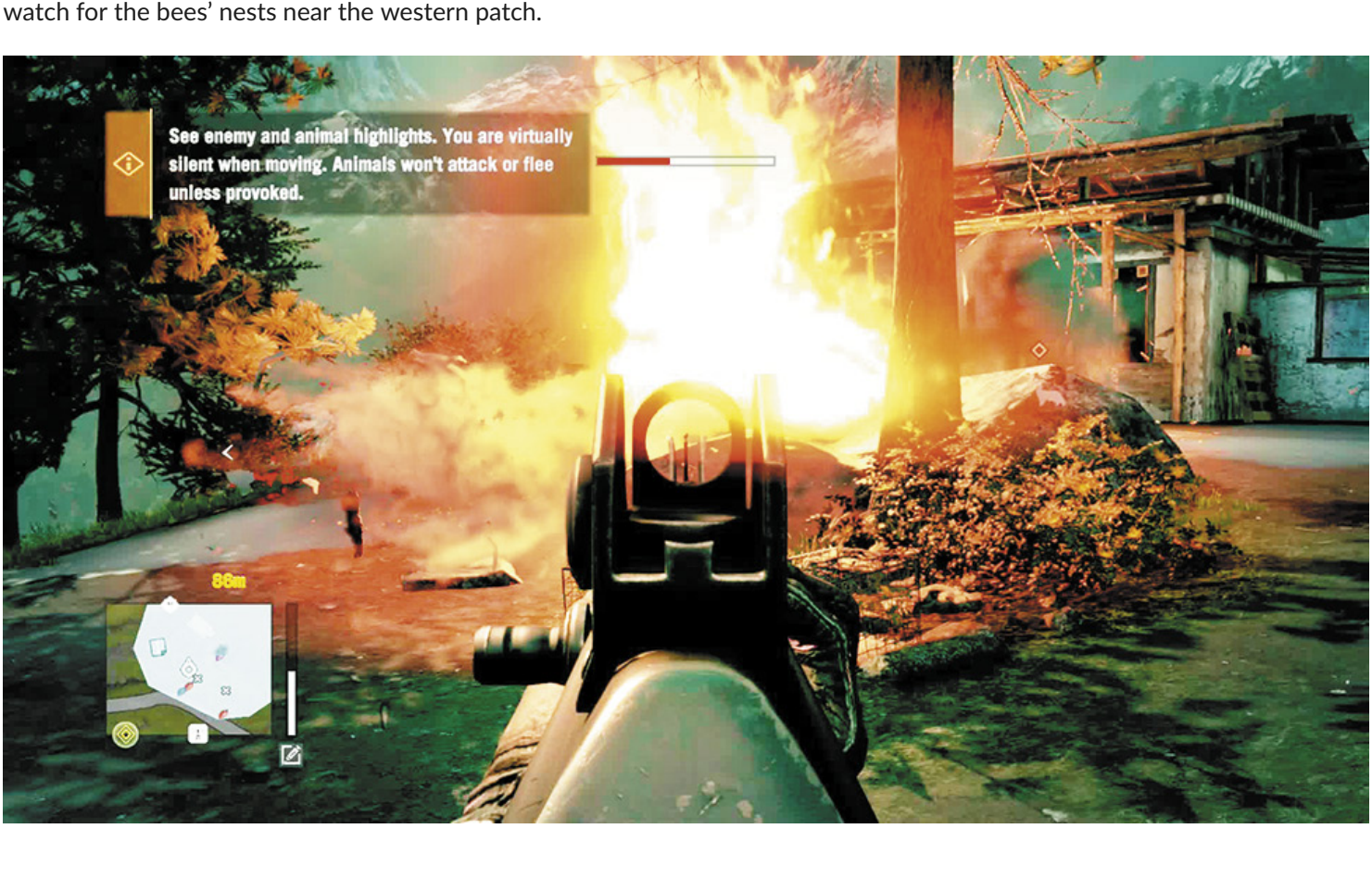
TIRTHA

Location: **x:499 y:372** Target: **Honey Badgers**

A fur trapper has lost his wife in a tragic and surreal honey badger infestation. It's up to you to make sure something like this never happens again.



Grab a shotgun and/or flamethrower and head to the site, where you'll find ammo in a truck. As usual, there are two locations that need to be freed of honey badgers. There's no real strategy here other than to go slow and use a weapon with either a wide swath or a quick rate of fire, because honey badgers bob and weave like welterweight boxers, making them very difficult to hit squarely. Also, a hunting syringe will definitely help you keep track of all the little buggers. And finally, watch for the bees' nests near the western patch.


See enemy and animal highlights. You are virtually silent when moving. Animals won't attack or flee unless provoked.
88m

Maybe a bit of overkill, but it's sure easier than trying to bull's-eye a charging honey badger.

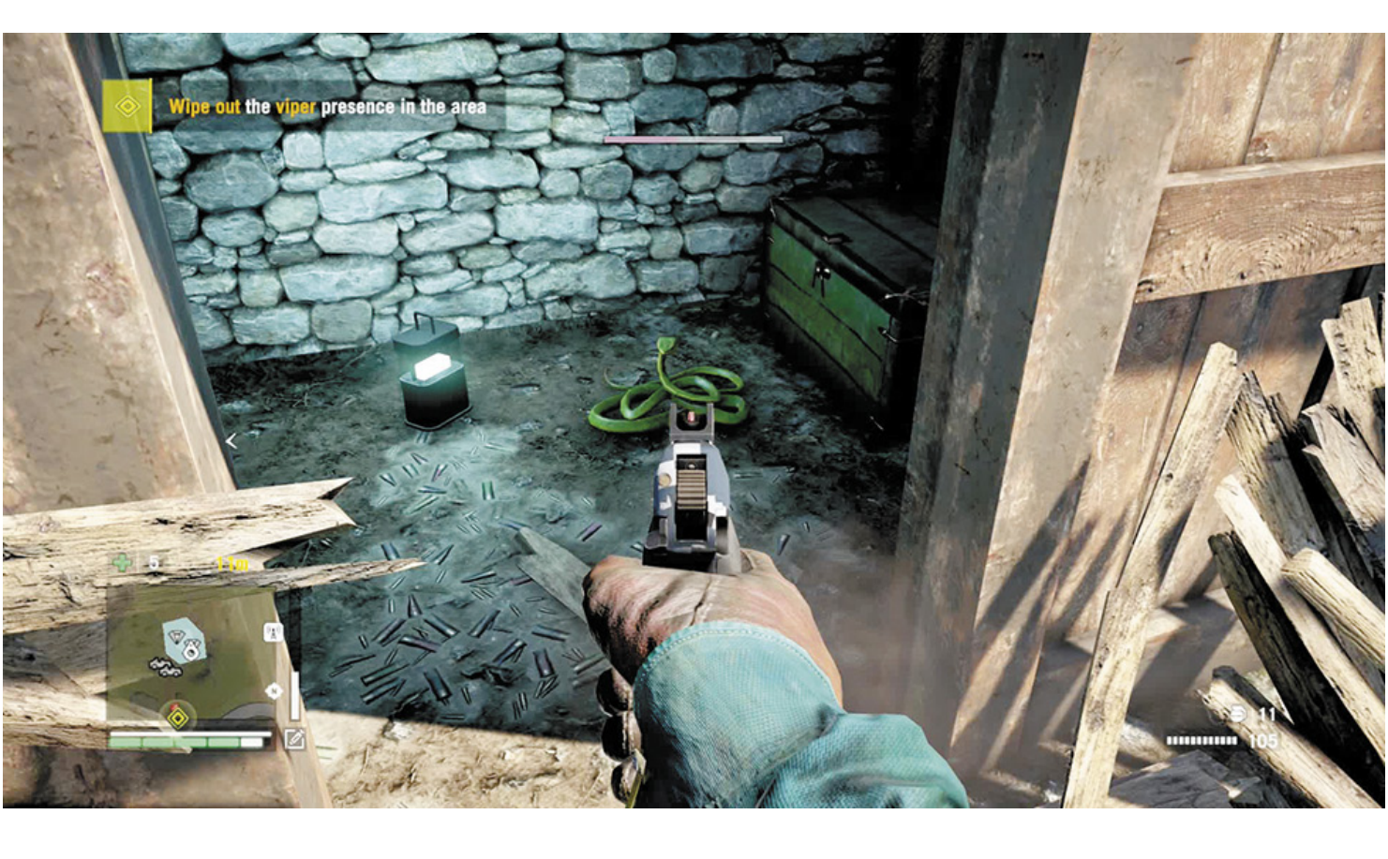
UTKARSH

Location: **x:492 y:758** Target: **Pit Vipers**

Anuj's brothers have all been killed by poisonous snakes. Only you can help.

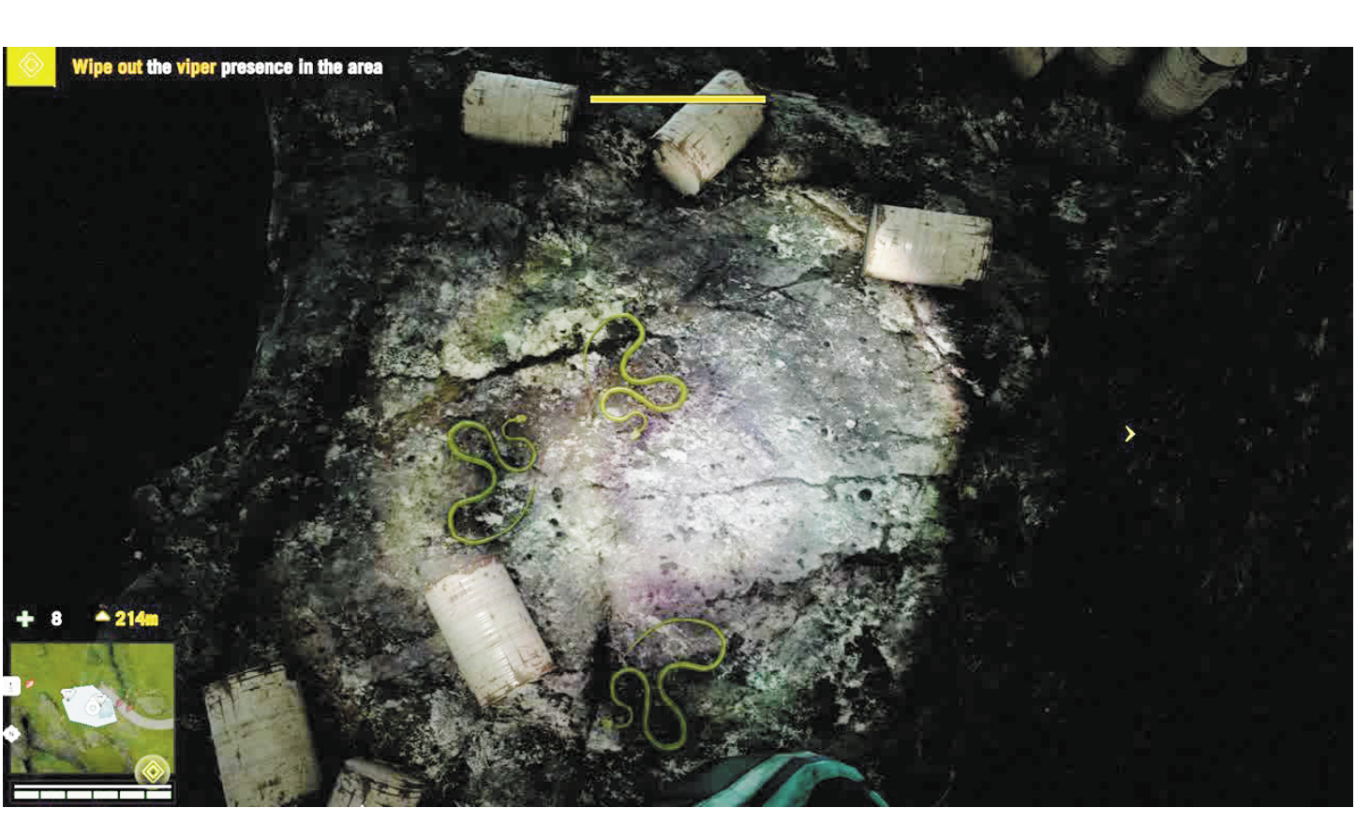
When you get to the start location, pop a hunting syringe. They're always helpful, but for this quest, when there are pit vipers hidden around every corner, the hunting syringe's ability to reveal your quarry's location is critical.

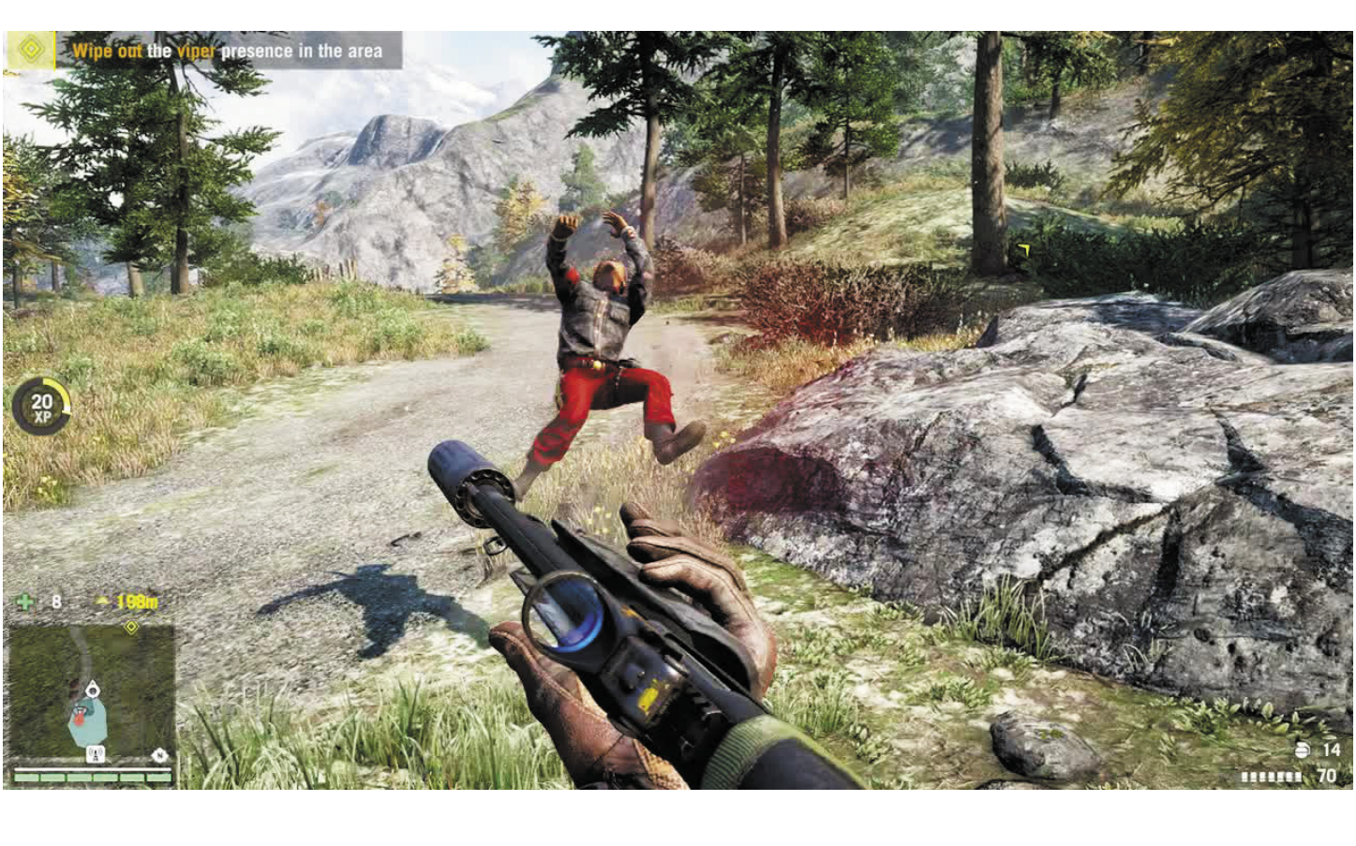
The cabin to the southwest hides roughly a dozen snakes, all hissing and spitting, and you may also get a visit from human enemies while you're there.



CAUTION

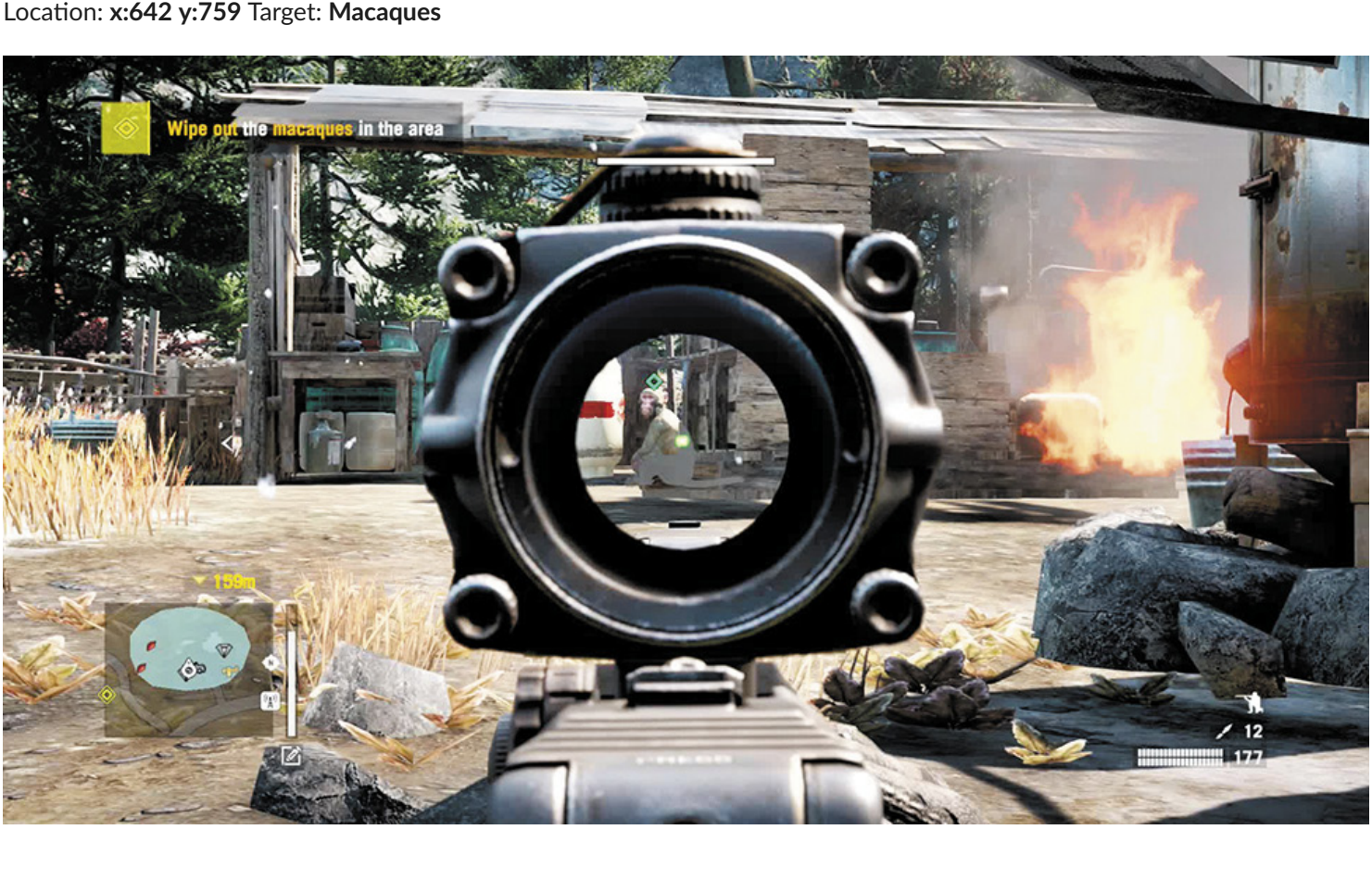
The eastern site appears to be little more than an outhouse until you see the yawning hole beckoning for you to grapple down and visit its legless reptile population. Make your best "Why did it have to be snakes?" joke and drop down to do the deed. Min's men will probably be waiting for you at the top again, so keep an eye out.





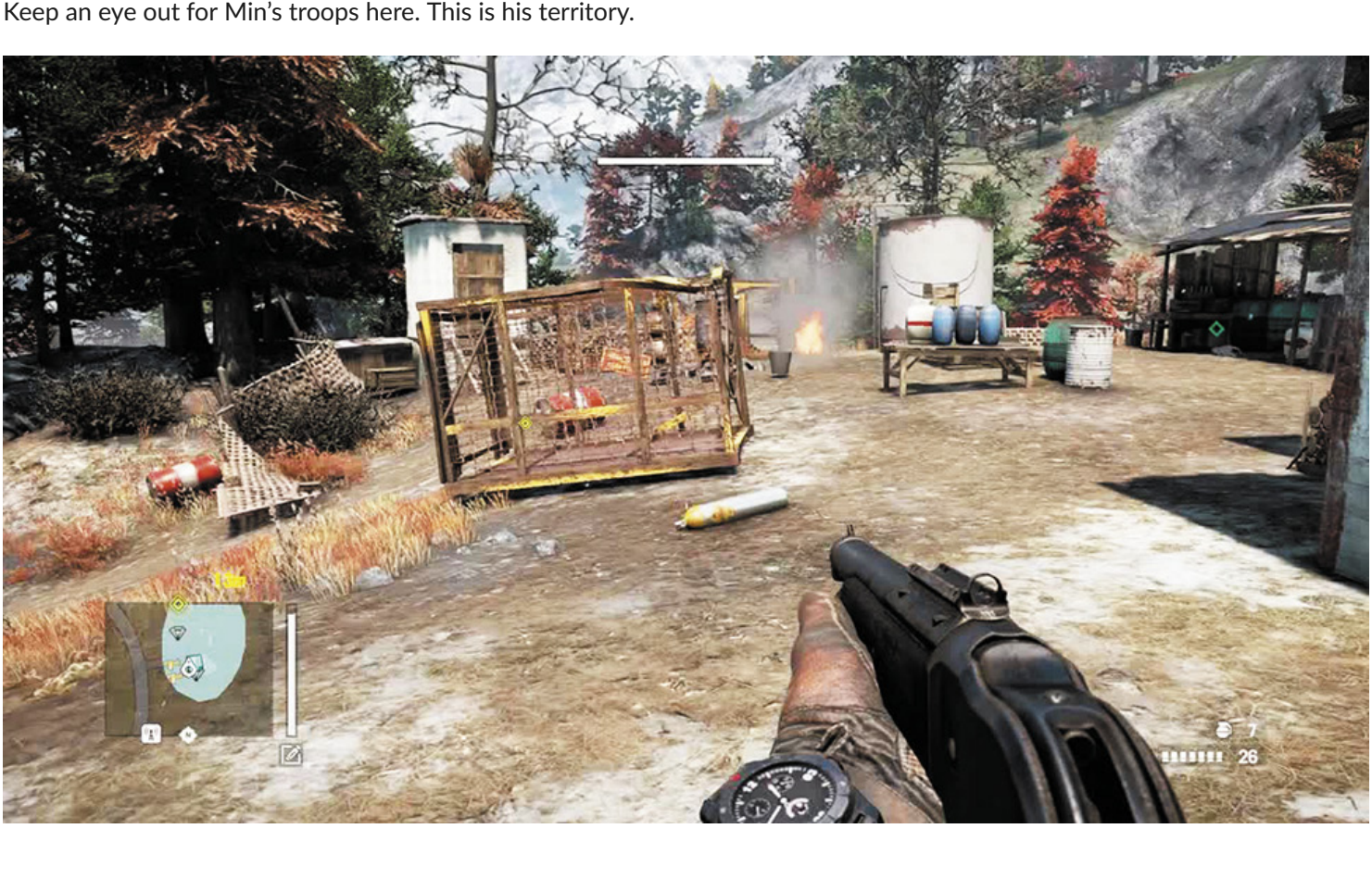
UNNAMED SITE (WEST OF SAHI JILE CHECKPOINT)

Location: **x:642 y:759** Target: **Macaques**



A panicky ex-prisoner thought of a wonderfully creative way to break out of the pokey: he strapped proximity mines to several monkeys and let them loose. The problem is, now he's free and at least some of the monkeys are still running around. Try not to ponder how a prisoner got hold of both proximity mines and monkeys and focus on putting the little buggers out of their misery. Preferably without requiring a wheelbarrow to carry all your severed limbs home.

The quest marker will lead you to an overturned jeep and plenty of ammo. Stock up, then head to either of the marked sites. Keep an eye out for Min's troops here. This is his territory.



Both sites are lousy with exploding monkeys, which may sound like a great band name, but makes for a lousy afternoon if you're trying to stay alive.

The key is to hang back and hit the difficult-to-target monkeys—or better yet, the exploding barrels littering both sites—with grenades. Then go in with a shotgun and take care of the surviving critters from as far away as possible.

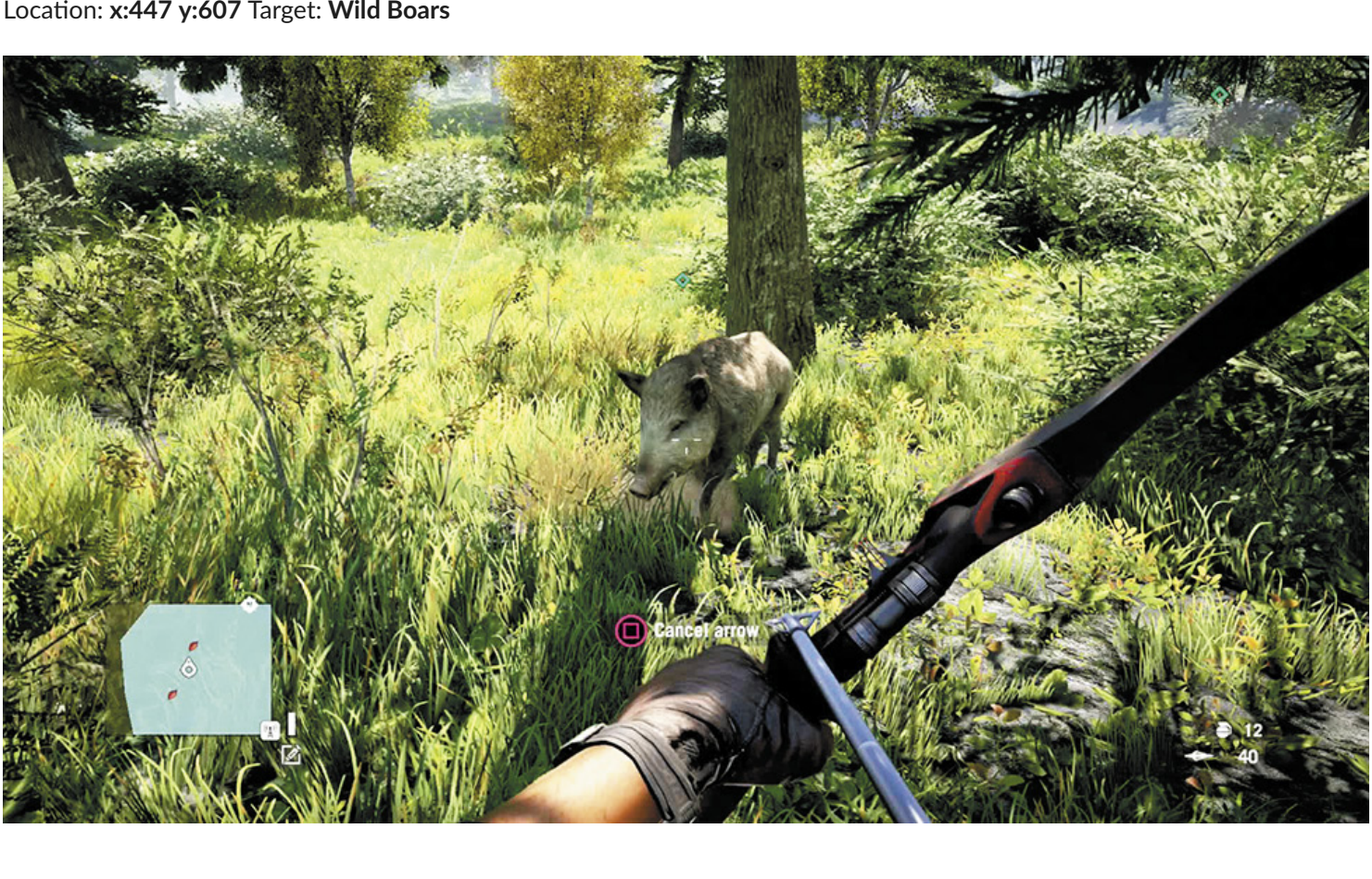
TIP

Mines tend to explode when shot, so keep your distance in case you hit mine instead of monkey.

HUNTING: SUPPLIES

SHANATH

Location: **x:447 y:607** Target: **Wild Boars**



A meatcutter just outside the store has asked you to hunt some boars that he swears are so mild-mannered, you won't even need a gun. A bow and arrows (or auto-cross) will suffice.

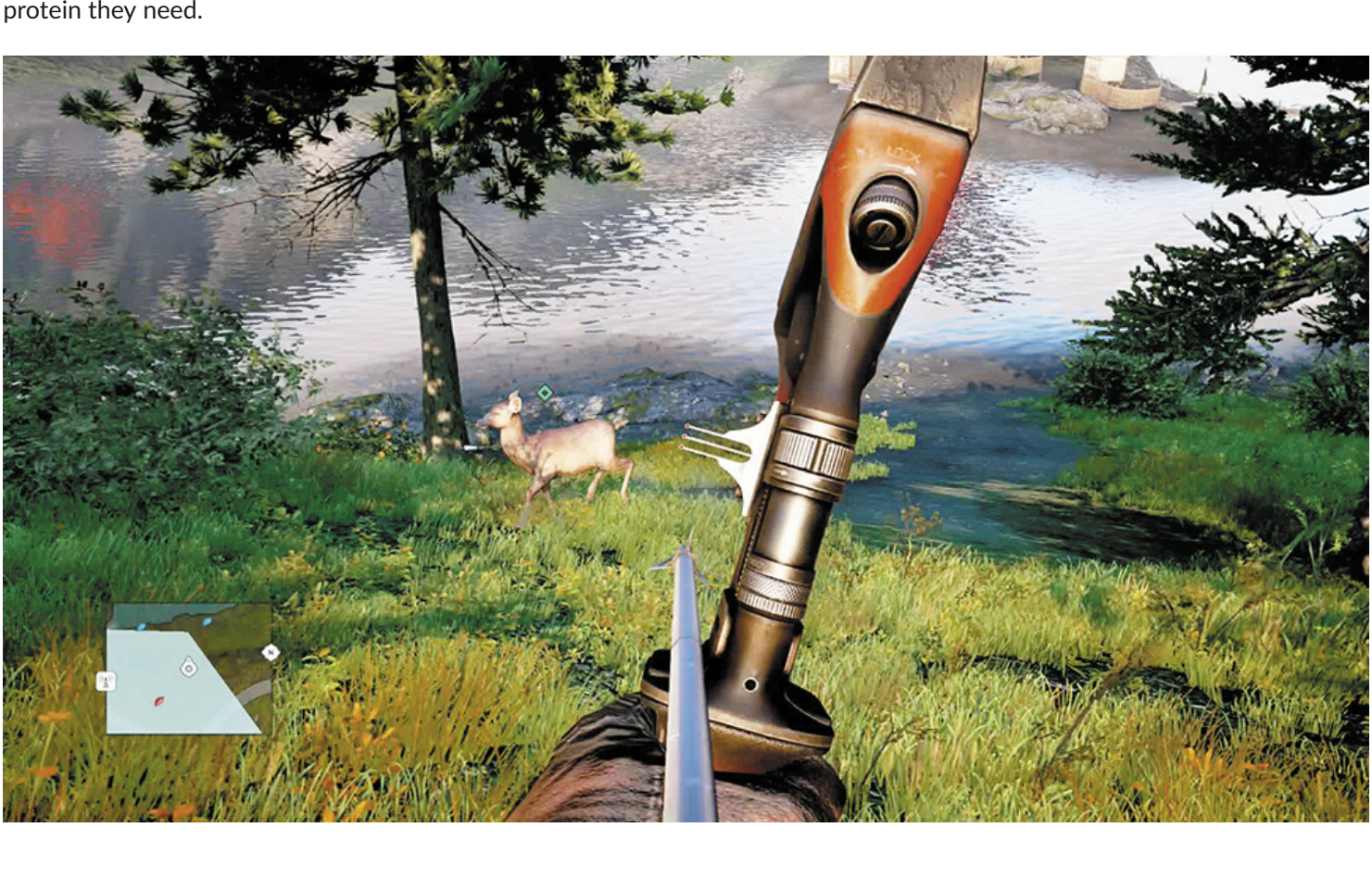
Grab the bow and arrows at the quest marker and swim or boat over to the hunting island. It should take two good shots to bring down a boar, and if you're syringed-up, you should be able to get at least the first shot in cleanly. You'll need to make six kills and deliver the meat back to the drop box (a freezer) in order to complete the quest.

TIRTHA

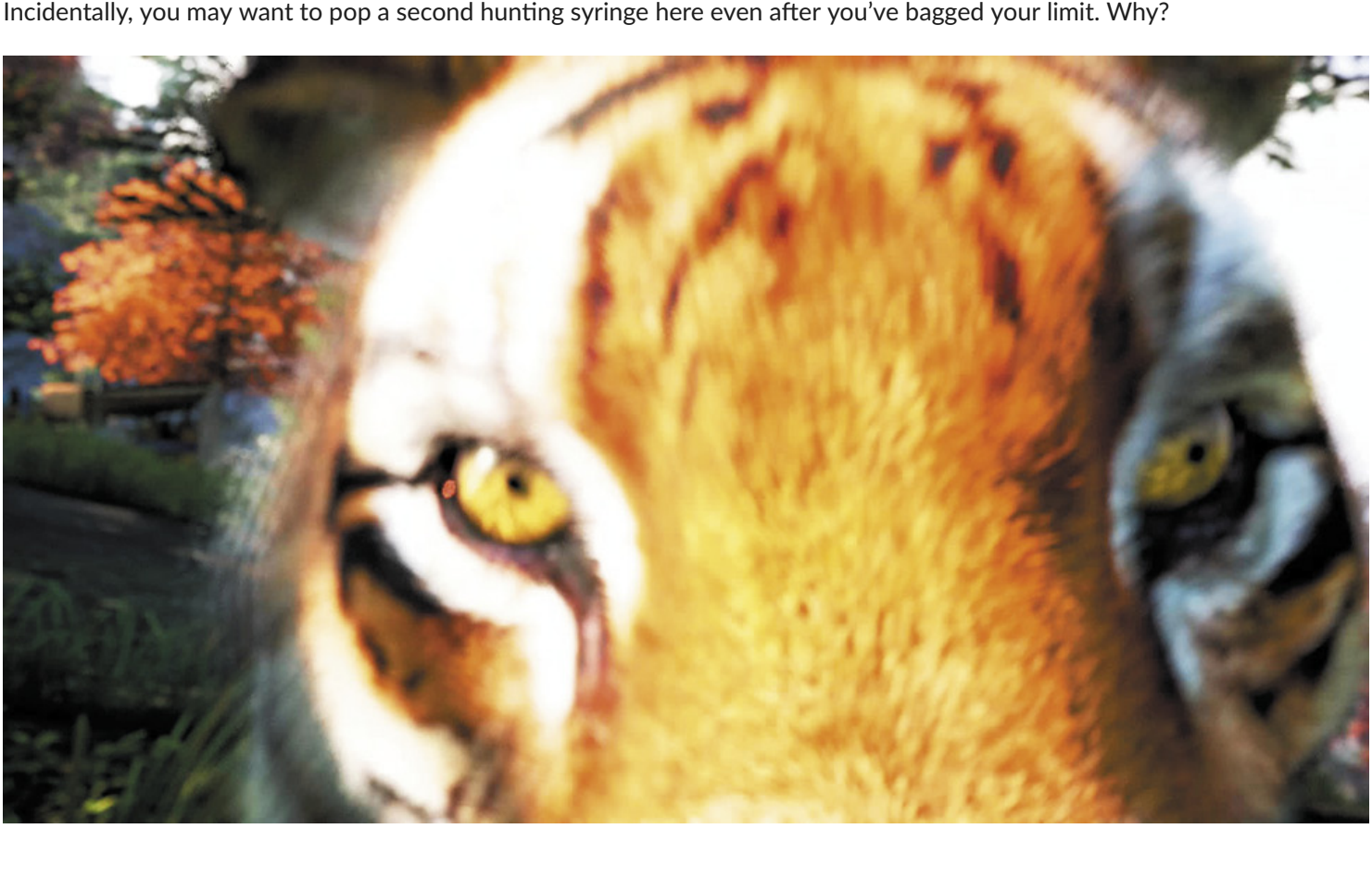
Location: **x:497 y:369** Target: **Sambar**

The villagers here are starved for proper food. And they need you to help them return to a nutritionally balanced diet…by hunting sambar with a bow and arrows or auto-cross. Don't over-think it, man, people are starving.

Sambar are much more flighty than boars. If you can get within range, though, a two-arrow volley is often sufficient (aim for the neck). Once you rack three kills and return with the meat, you've done your part to ensure the people of Tirtha get the protein they need.



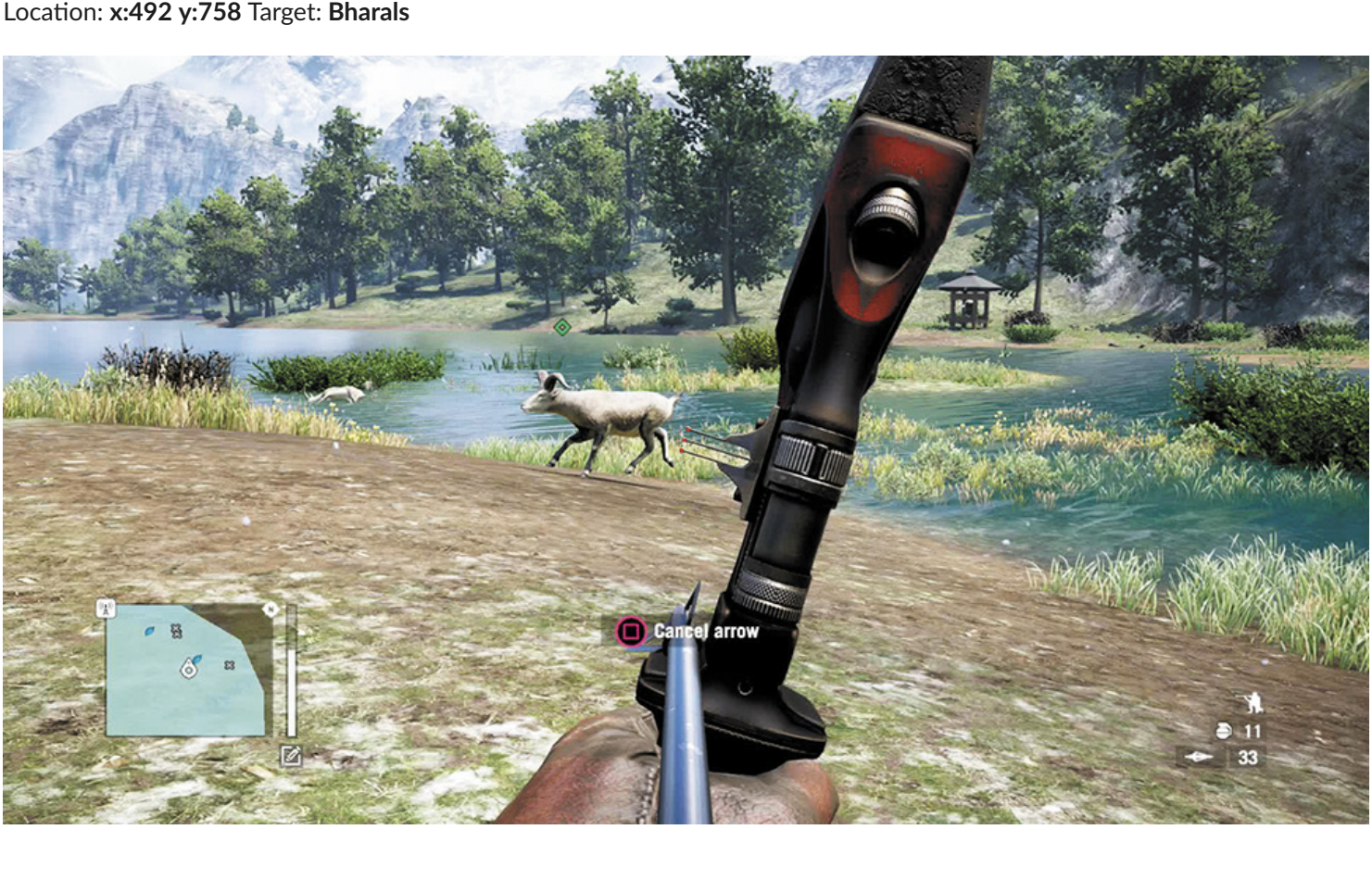
Incidentally, you may want to pop a second hunting syringe here even after you've bagged your limit. Why?



No reason.

UTKARSH

Location: **x:492 y:758** Target: **Bharals**



The people of Utkarsh have lost their crops. They at least need meat. That's where you and your bow and arrows (or, as usual, auto-cross) come in.

The zipline near the ammo chest will lead you to the water's edge, where you should find several bharals. You'll need four in all, so you may have to search the surrounding area a bit. But the leaves for hunting syringes are everywhere and bharals are a one-shot kill, so this is still practically a milk-run. Just watch out for snow leopards near the drop box, and remember you can kill *them* with whatever weapon you like.

NOTE

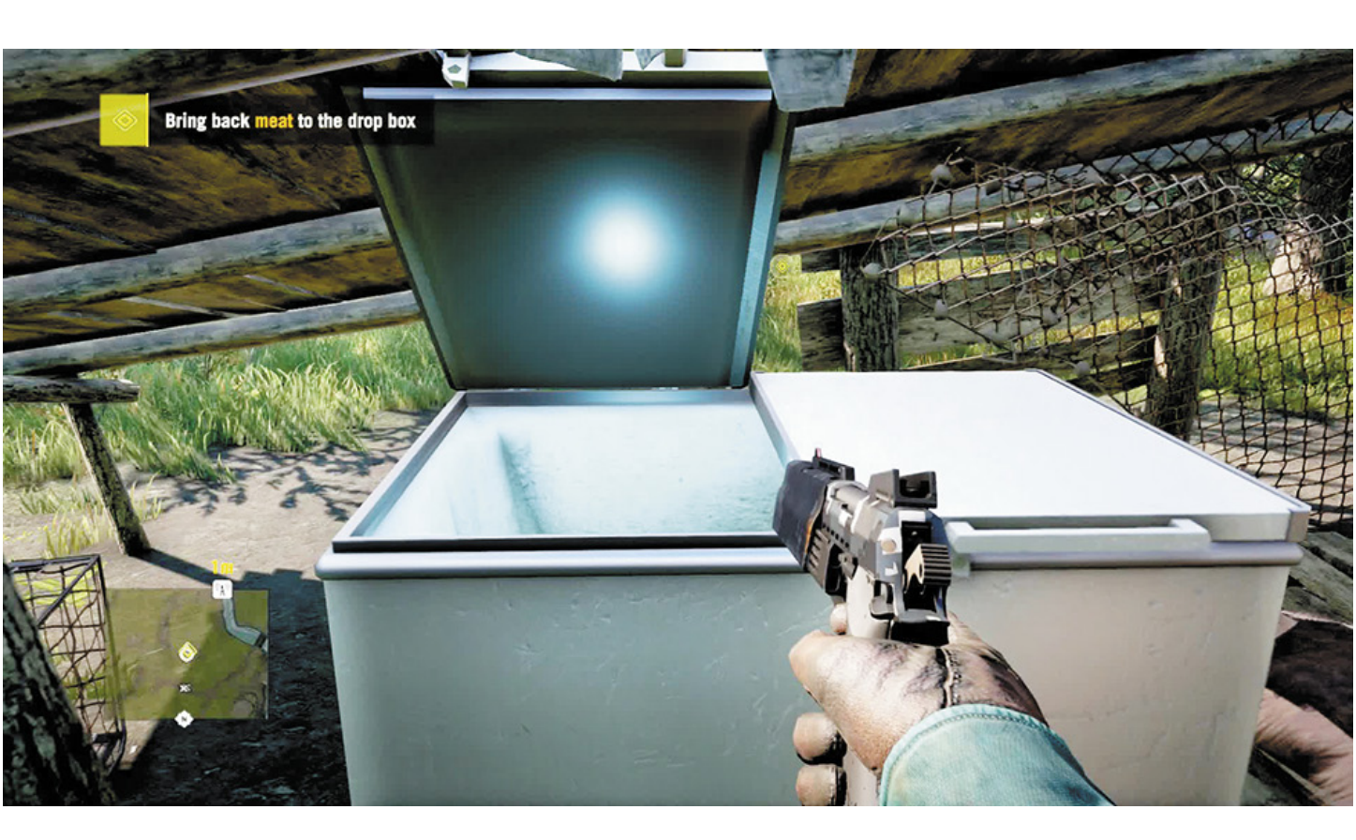
If you listen to the radio while you drive, the DJ will eventually begin to ramble about how "someone" has been hunting a lot of game, but he can't figure out why that is because everyone in Kyrat is vegetarian. Not everyone, DJ. Not everyone.

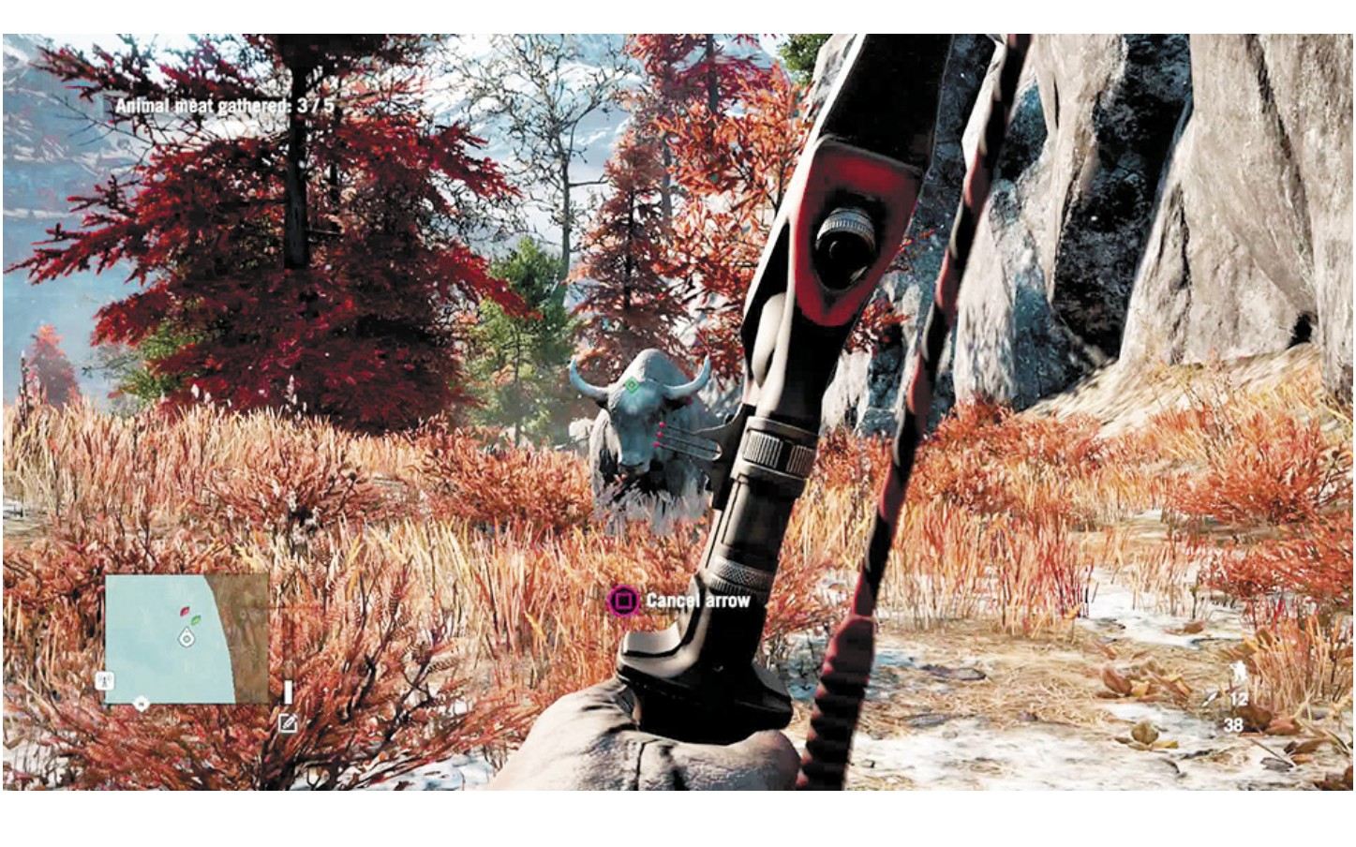
UNNAMED SITE (WEST OF SAHI JILE CHECKPOINT)

Location: **x:642 y:759** Target: **Yak**

An old man's dying wish is to taste "Kyrati oysters" one last time. Hey, it's not for us to judge.

As with the other supply quests, you have to use arrows or bolts to make this kill. And it may take a while. The yak aren't difficult to find if you've popped a hunting syringe, but you need five yaks, and it typically requires three good hits (two if you hit the head/neck) to render one in harvestable condition. Once you do? Mission accomplished.





HUNTING: SURVIVAL

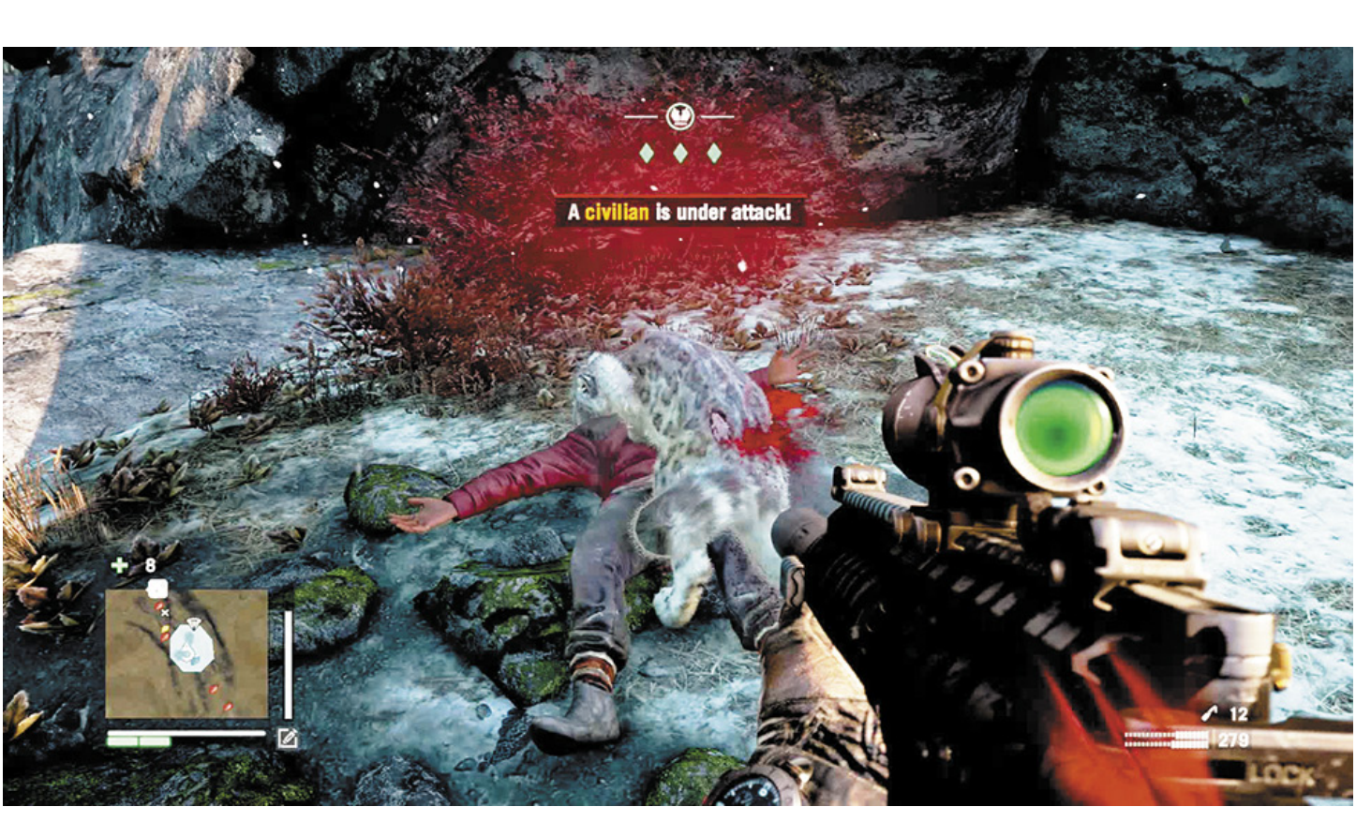
The most challenging of the hunting quests by far, Survival quests require you to keep at least one out of a group of three civilians alive while animals attack. It's not always easy. Civilians are pretty much giant, meaty chew toys to some of these animals.

BORDER OBSERVATION POST

Location: **x:810 y:663** Attacker: **Snow Leopards**

Some injured rock climbers are under siege from a leap of leopards. Grab whatever weapons you like and meet the climbers on the rocky cliffs.

An NPC will tell you to grab Molotovs. That's not a bad idea at all, as the cats hate fire. A few mines wouldn't hurt either, because the cats will come exclusively from the sides. As for the civilians, if they're on their feet, they're salvageable, but once they get tackled, they're pretty much toast. The civilian occupying the upper ledge has the best chance of surviving, as she's the farthest from the spot where the cats leap up. Finally, this is a good place to pop an overdose syringe if you have it, as the ability to deal double damage should keep you from taking much damage at all.

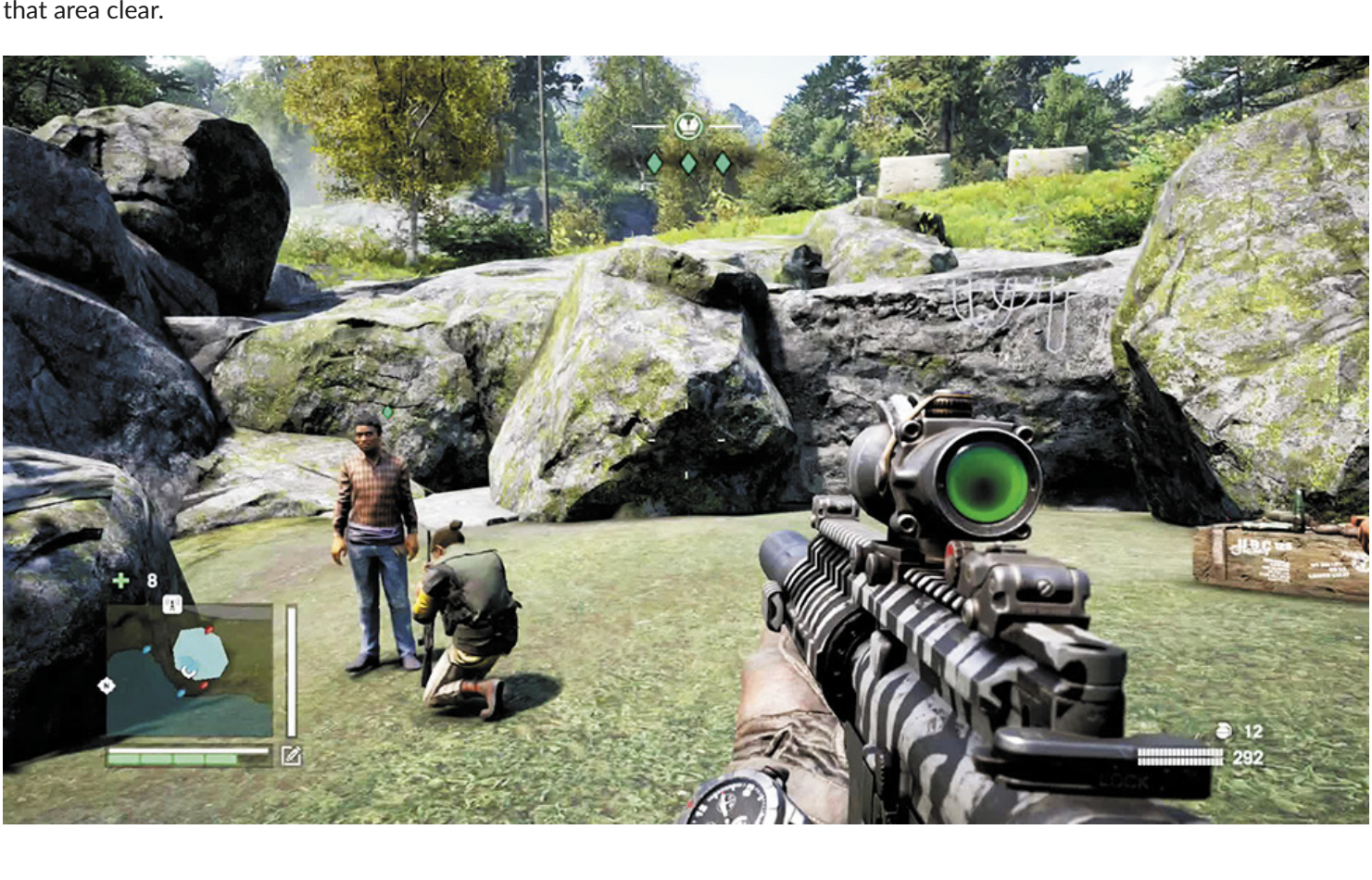


ROCHAN BRICK CO. STORAGE

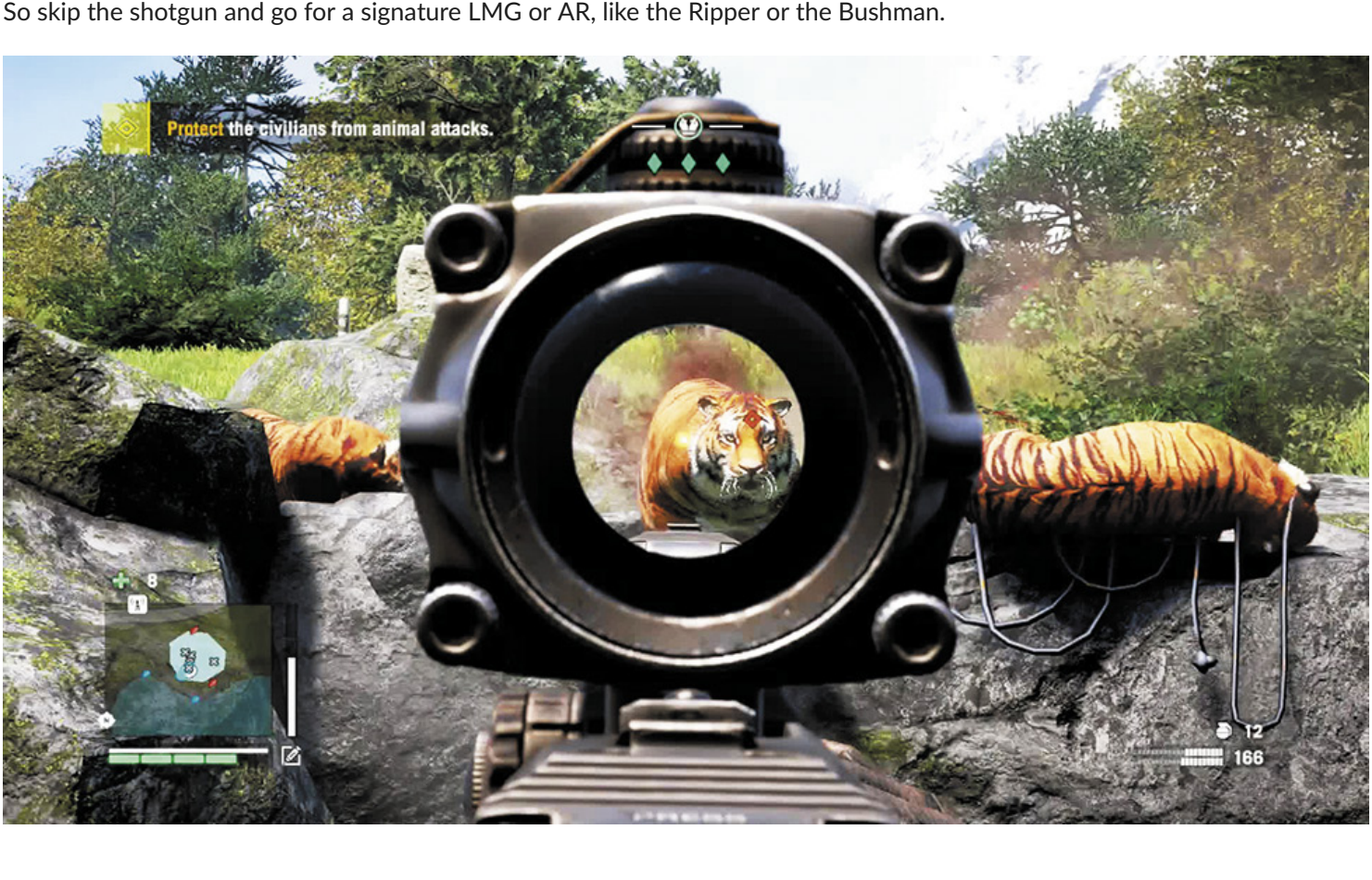
Location: **x:439 y:542** Attacker: **Tigers**

An ambush of tigers is closing in on a trio of civilians near the river. With tigers flying all over the place, keeping even one civilian alive is going to take some doing.

The usual prep is in order: hunting syringe, and a lot of mines, especially on the sides, where the path meets the water. Why not the raised ledge? Because that's the direction you're going to face. Stand back near the water line and focus on keeping that area clear.



Weapon choice makes a big difference here. For example, the harpoon gun is a comical one-shot kill that knocks the tiger safely away from the civilian under attack. However, it takes about an hour to reload, so it makes a better emergency fail-safe than a main weapon. You want something that kills very quickly, but that won't inflict friendly fire damage upon the civilians. So skip the shotgun and go for a signature LMG or AR, like the Ripper or the Bushman.

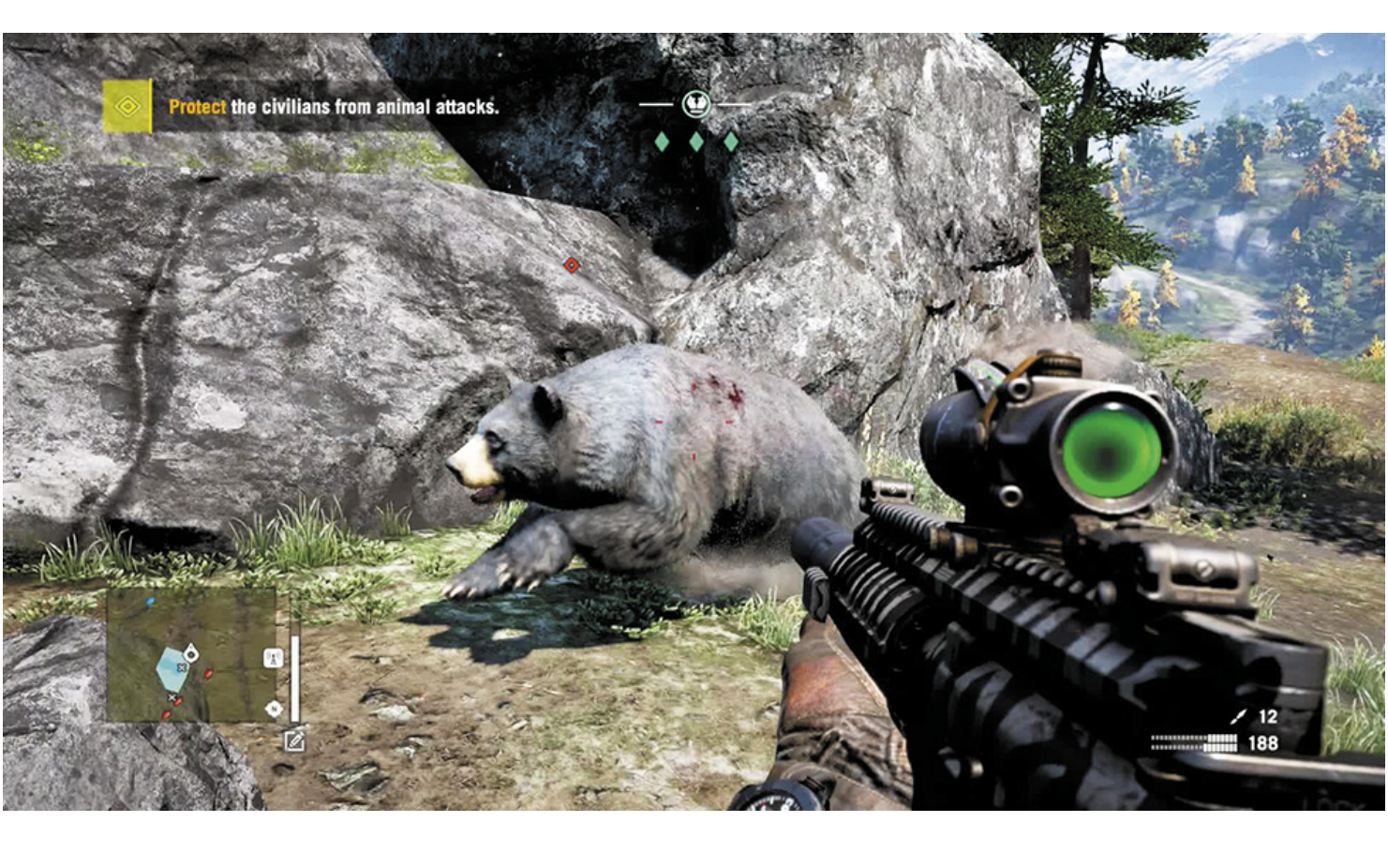


ROYAL GUARD KENNELS

Location: **x:606 y:708** Attacker: **Bears**

Three civilians hanging out near a bear's den. What could go wrong?

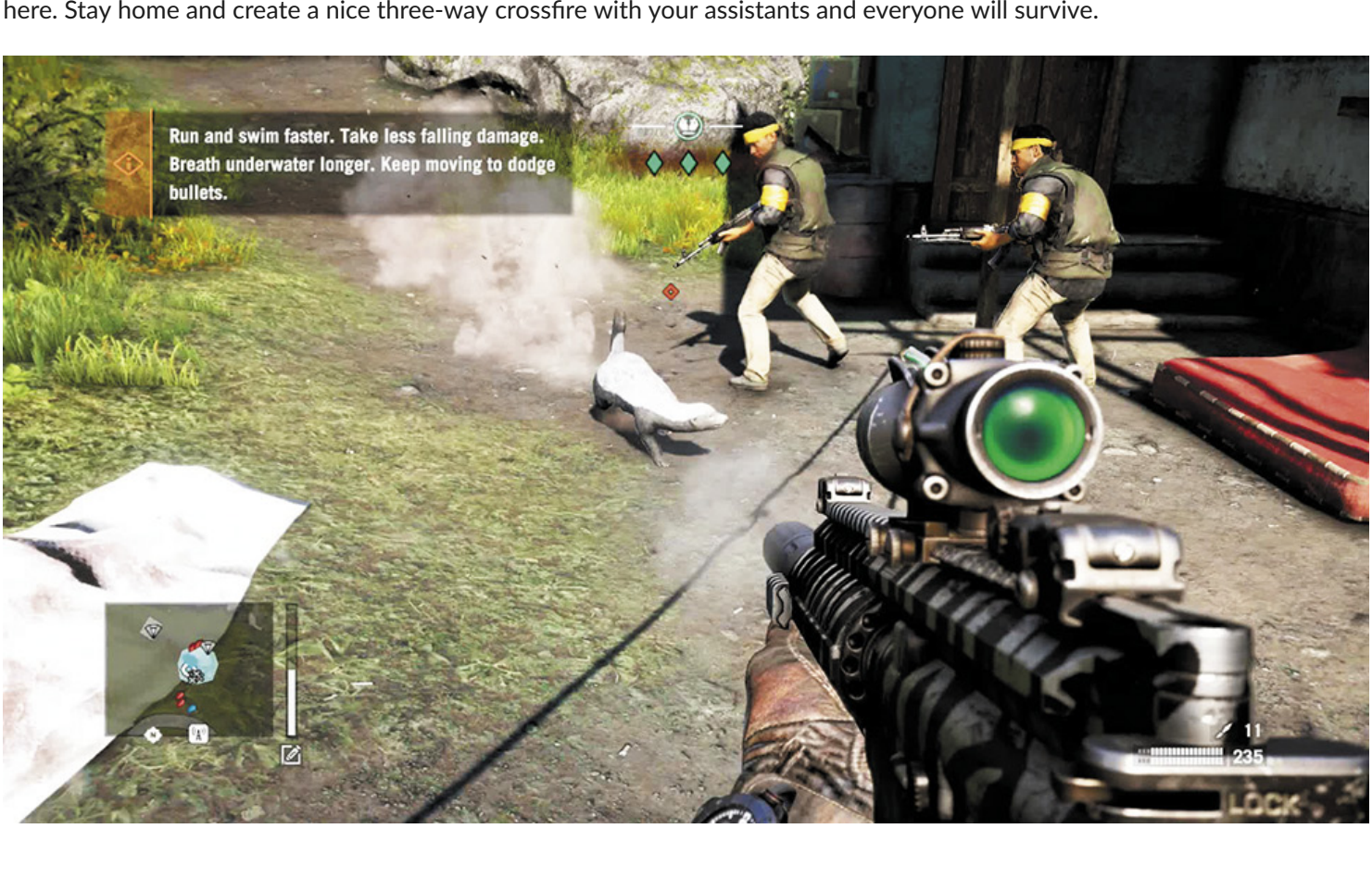
As long as you have a high-damage weapon and a syringe popped, this one isn't so bad. Watch for those telltale red diamonds to appear and meet them with a head-on hail of bullets, and you should get out of this hunt with all three civilians intact. You're going to get six bears in all. One from each side, then two from the cave, then one more from each side.



SHANATH TRAINING GROUND

Location: **x:254 y:541** Attacker: **Honey Badgers**

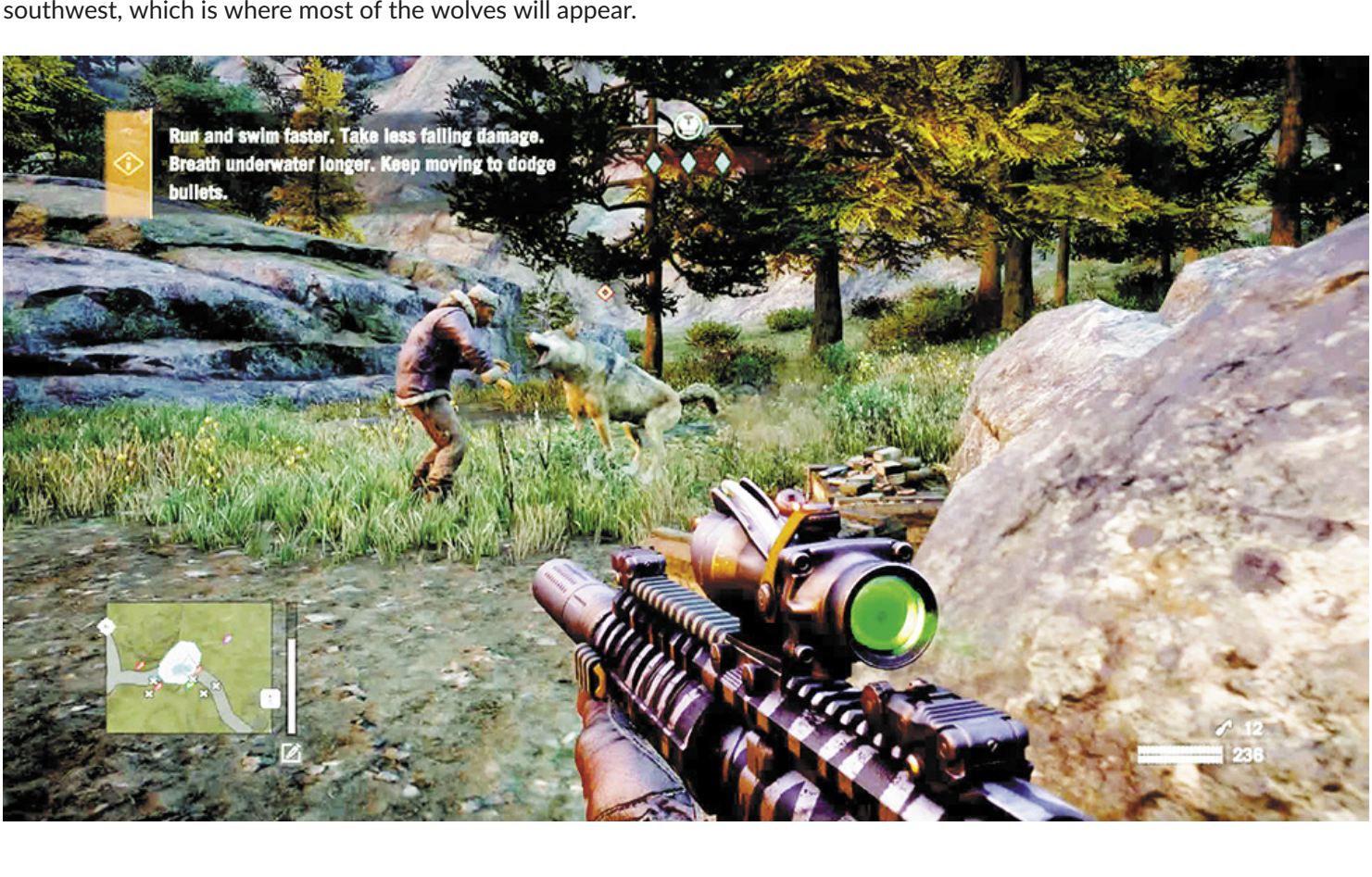
As usual, one of the civilians is already sitting on the ground, the victim of an injured leg. If you don't mind losing a person, this is not a problem. If you're trying to save all three, she's a clear liability. Luckily, the other two guys have AKs, and they use them fairly well. The first wave of badgers will mostly come from the north, either up from the lane or through the scrub on the sides. The second will trickle down from the ascending path to the southeast. Resist the temptation to roam the map here. Stay home and create a nice three-way crossfire with your assistants and everyone will survive.


Run and swim faster. Take less falling damage. Breath underwater longer. Keep moving to dodge bullets.
11
235
LOCK

SHIKHARPUR

Location: **x:674 y:699** Attacker: **Wolves**

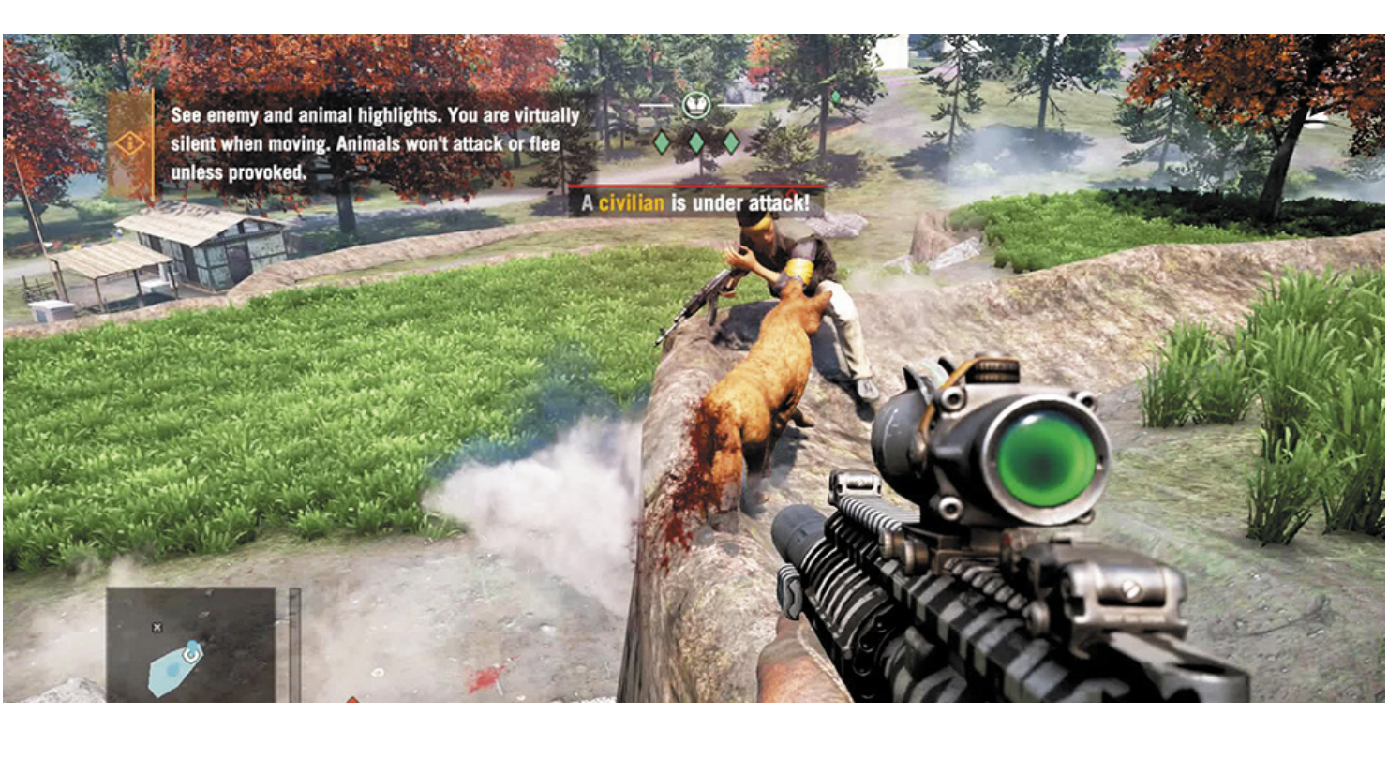
On the plus side, two of the three civilians in this quest are armed, so you've got some assistance. On the down side, you're completely exposed, so the wolves can approach from almost any direction. One of the civilians will suggest you set mines. This is a good call. In particular, place mines in the grassy area to your east (near the mine chest), where a gap between the boulder and the huge rock gives the wolves a clear alley to run up and ambush you as you monitor the roads to the north and southwest, which is where most of the wolves will appear.


Run and swim faster. Take less falling damage. Breath underwater longer. Keep moving to dodge bullets.
12
236

VARSHAKOT

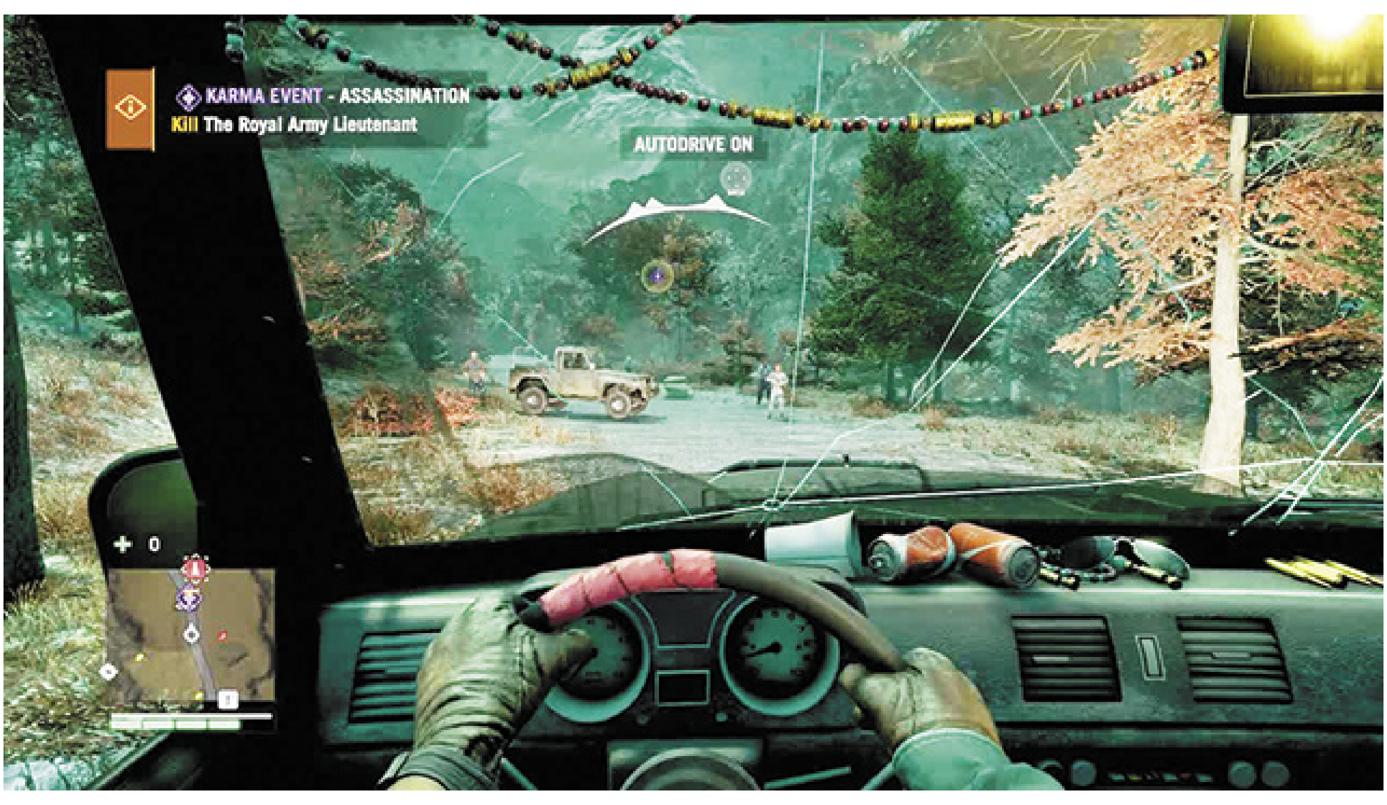
Location: **x:506 y:430** Attacker: **Dholes**

This hunt takes place on a terraced field with a good view in three directions. One of the civvies is injured, though, which adds tension. The good news is, the dholes can't jump the terraces, so they have to approach using highly visible paths and stairways, which gives you nice, long shooting lanes. The bad news is, they're wickedly swift, so if you miss, they can be on you in a heartbeat. Place mines on the stairs and be ready with a shotgun or LMG.


See enemy and animal highlights. You are virtually silent when moving. Animals won't attack or flee unless provoked.
A civilian is under attack!

Karma Events

Like Pagan's Wrath activities, Karma Events appear spontaneously as you move through Kyrat. Marked with a purple diamond on your mini-map, they deliver a nice chunk of karma for a very short time investment.


KARMA EVENT - ASSASSINATION
Kill The Royal Army Lieutenant
AUTODRIVE ON

Karma Events tend to be miniature versions of other quest types.

ASSASSINATION

These are simple swoop and snuff assignments. There's an enemy lieutenant somewhere close by who needs to be relieved of his heartbeat, and you're the man for the job.

BOMB DEFUSAL

Usually, these take the form of two or more enemy soldiers standing guard around a couple crates of ammo, wired to blow. As with other bomb disposal assignments, if the enemy soldiers see you in the area, they start the countdown and the task gains a timer.

HELP THE REBELS FIGHT

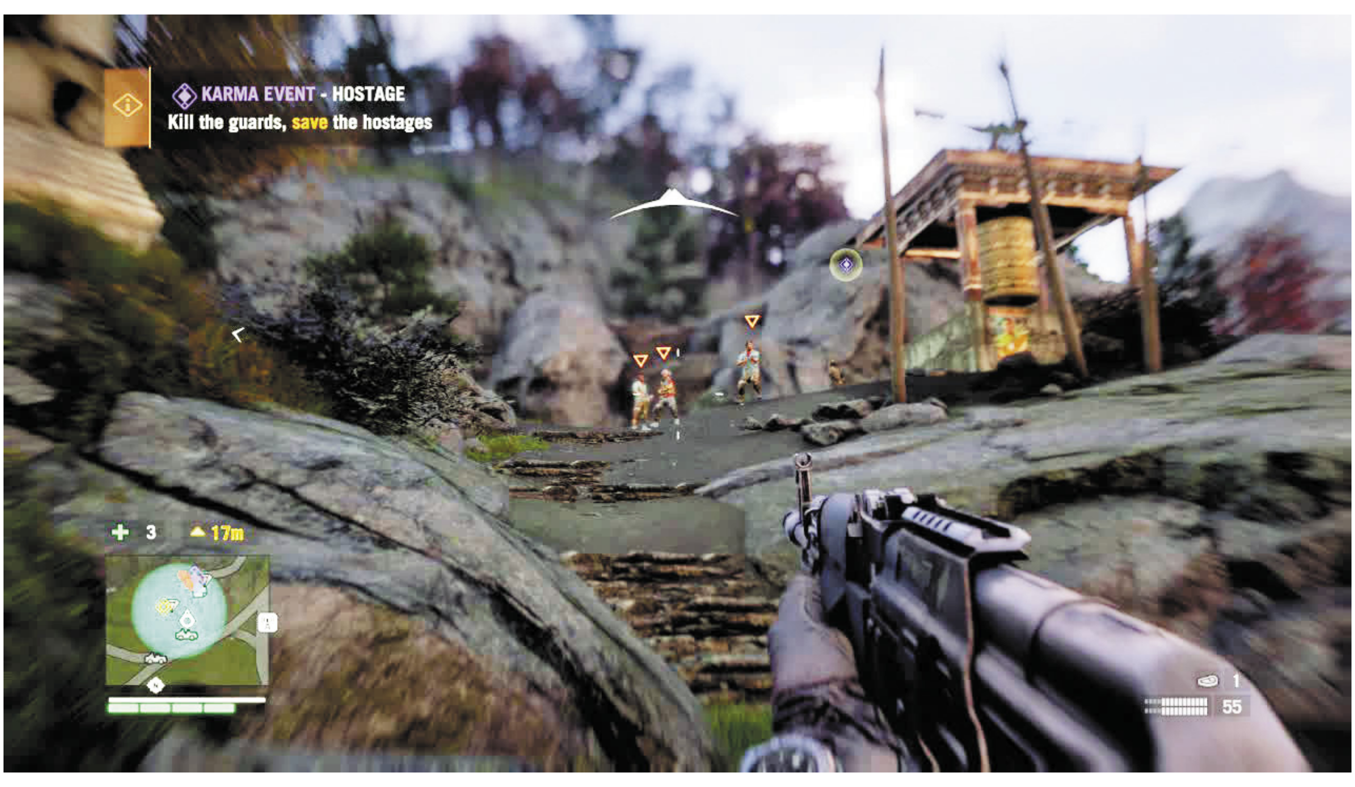
Hold breath
Zoom

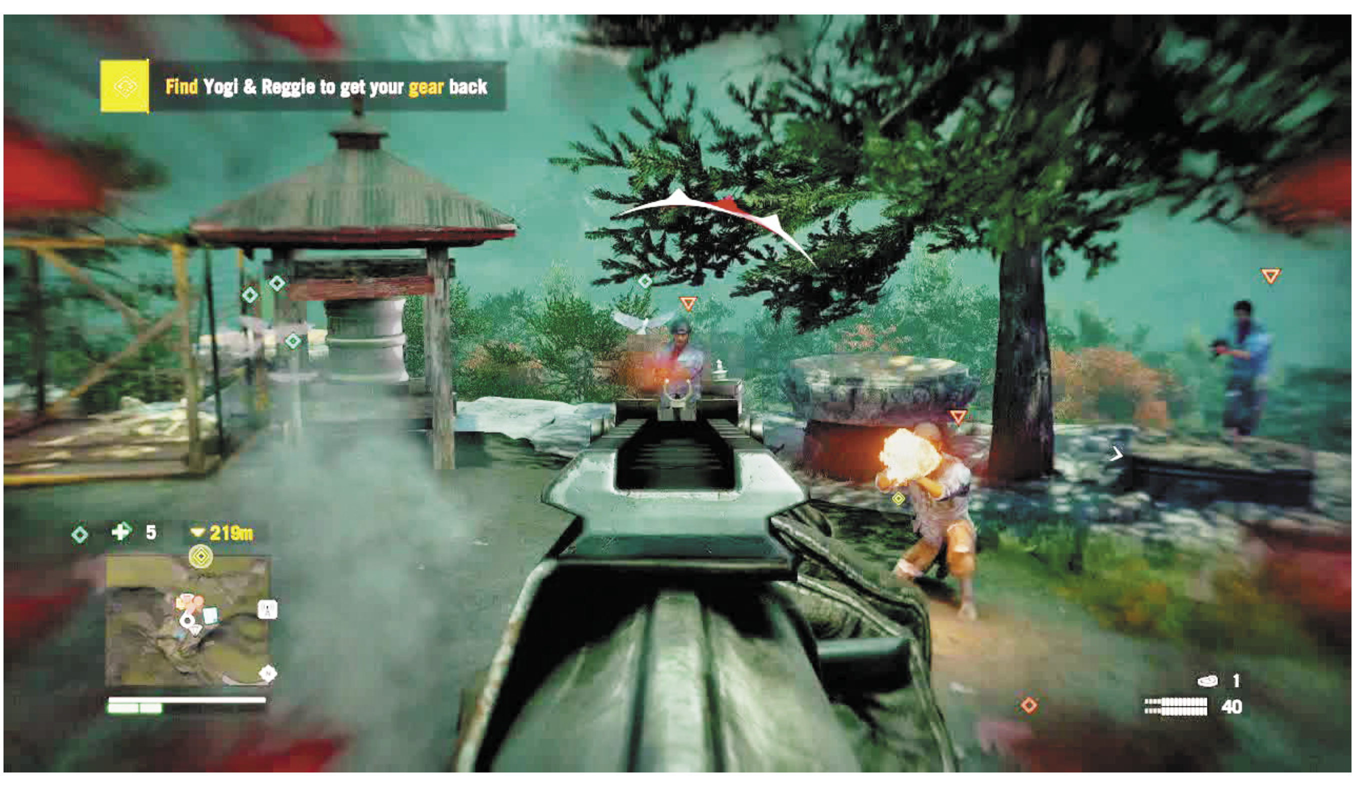
HOLD
Untie
132

These blink-and-you'll-miss-them skirmishes usually last half a minute, at most. In fact, the biggest challenge in many cases is simply getting to the scene before one side (either the Golden Path or Min's troops) wipes out the other. These fights are worth chasing down, though.

HOSTAGE RESCUE

Hostage rescue events come in two flavors. The simplest form is a prisoner with tied hands trudging through the wilderness, guided at gunpoint by one of Min's thugs. All you have to do is take out the bad guy, then untie the prisoner for bonus points. A slightly more sophisticated form of hostage rescue will find three or four enemies guarding as many prisoners in a stationary location. Stealth is more important here, because if you're seen, the soldiers will attempt to kill all the hostages at the same time they open fire on you.


KARMA EVENT - HOSTAGE
Kill the guards, save the hostages
17m

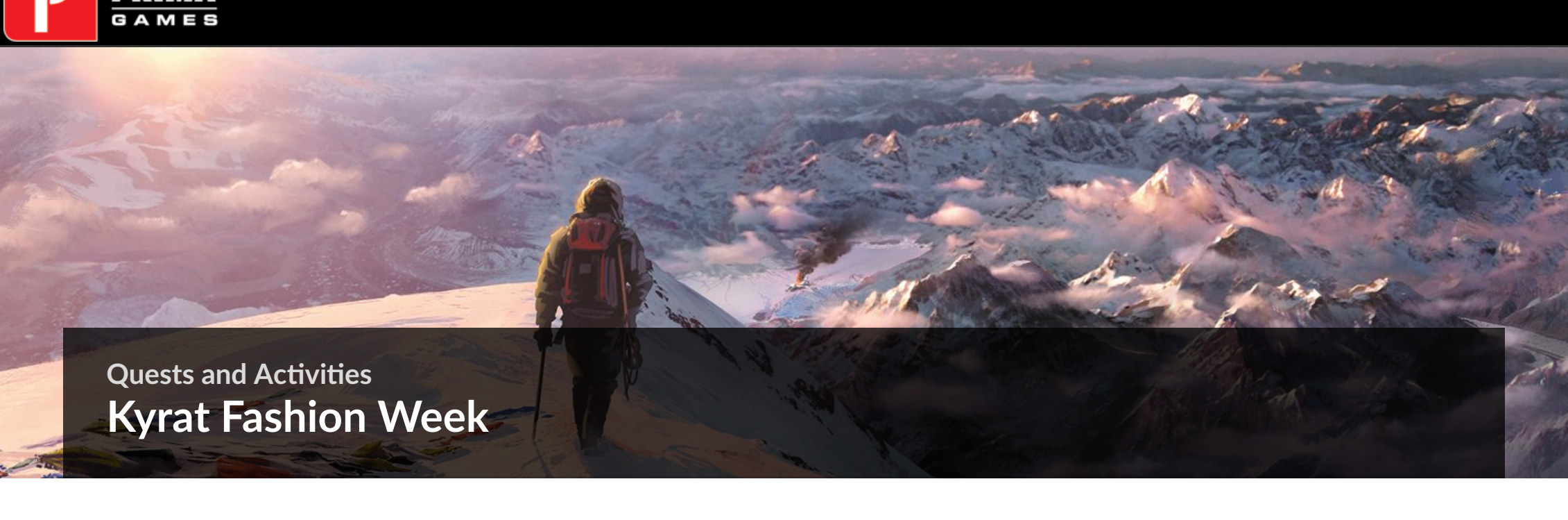

Find Yogi & Reggie to get your gear back
219m

KILL THE COURIER

That vehicle zooming away? It's driven by a courier carrying sensitive military secrets. Take him out and get the documents.

PREDATOR ATTACK

A savage beast is menacing the good citizens of Kyrat. Put it down.



Quests and Activities

Kyrat Fashion Week

Rare animal skinned: 0 / 1
HOLD Repair
7
23

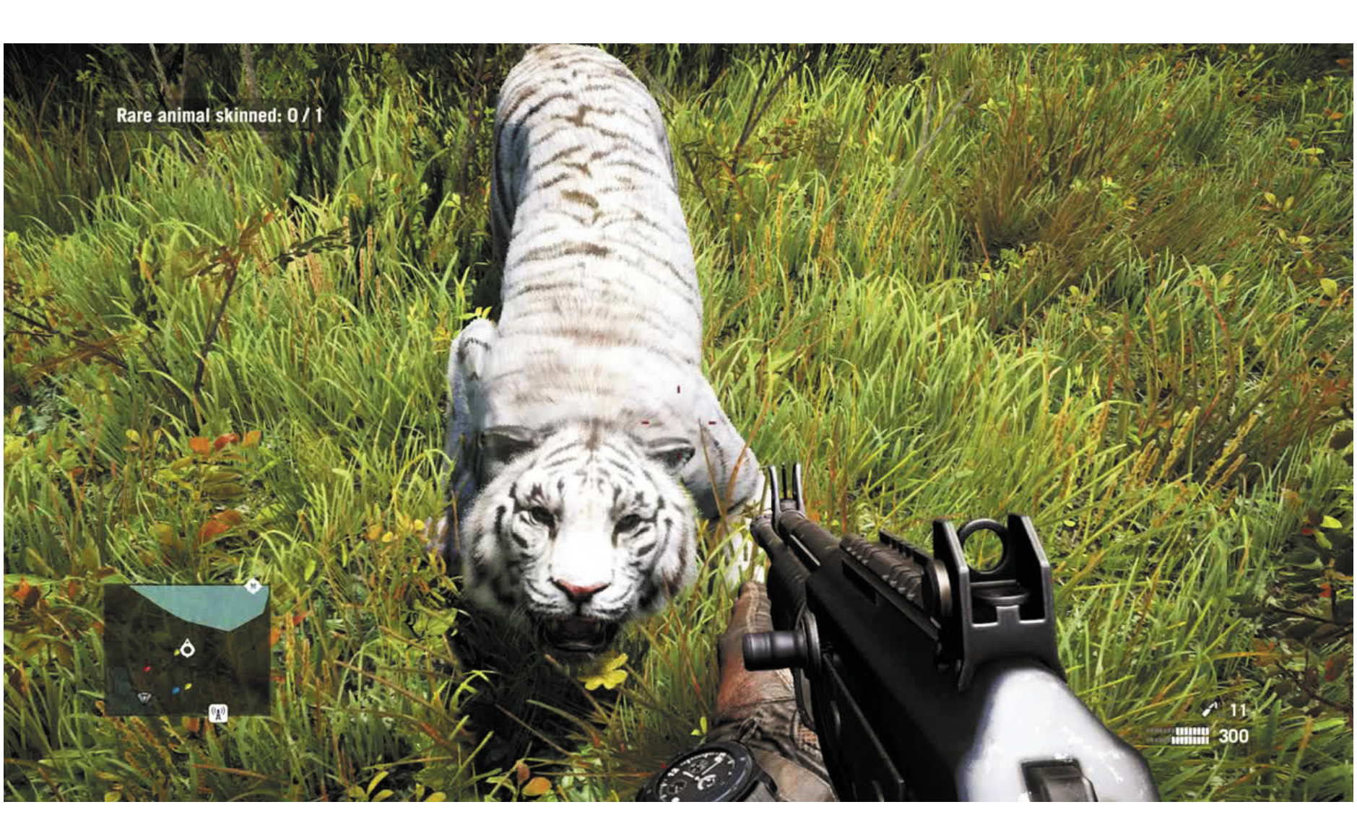
Kyrat's take on the rare hunt comes courtesy of Mr Chiffon, who needs you to gather the skins and scales of very specific beasts for him to use in crafting his "combat couture".

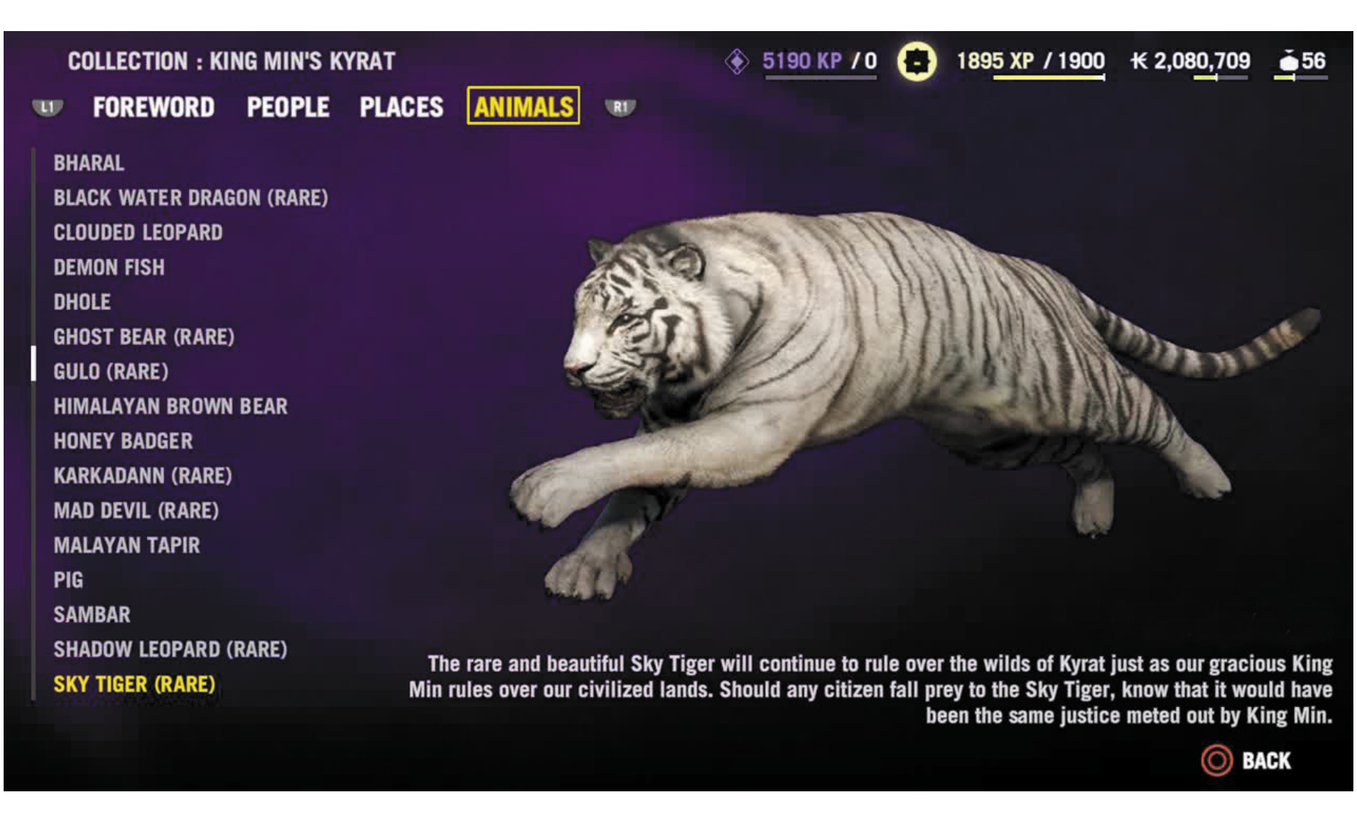
Mr. Chiffon: I am Mumu Chiffon, Tailor to the Crown by Appointment of King of Kyrat, His Royal Highness Pagan Min. But you may call me Mr. Chiffon. It's a pleasure to meet you.

To initiate the Kyrat Fashion Week quest line, stop by Mr Chiffon's hideout at x:325 y:384, just west of Kyra Tea Weigh Station. Once you've made Chiffon's acquaintance, his rare hunts will start to appear at your various safe houses.

SKY TIGER

Barnali's Textiles (x:444 y:689) Weapon: **Assault Rifle**


Rare animal skinned: 0 / 1
11
300

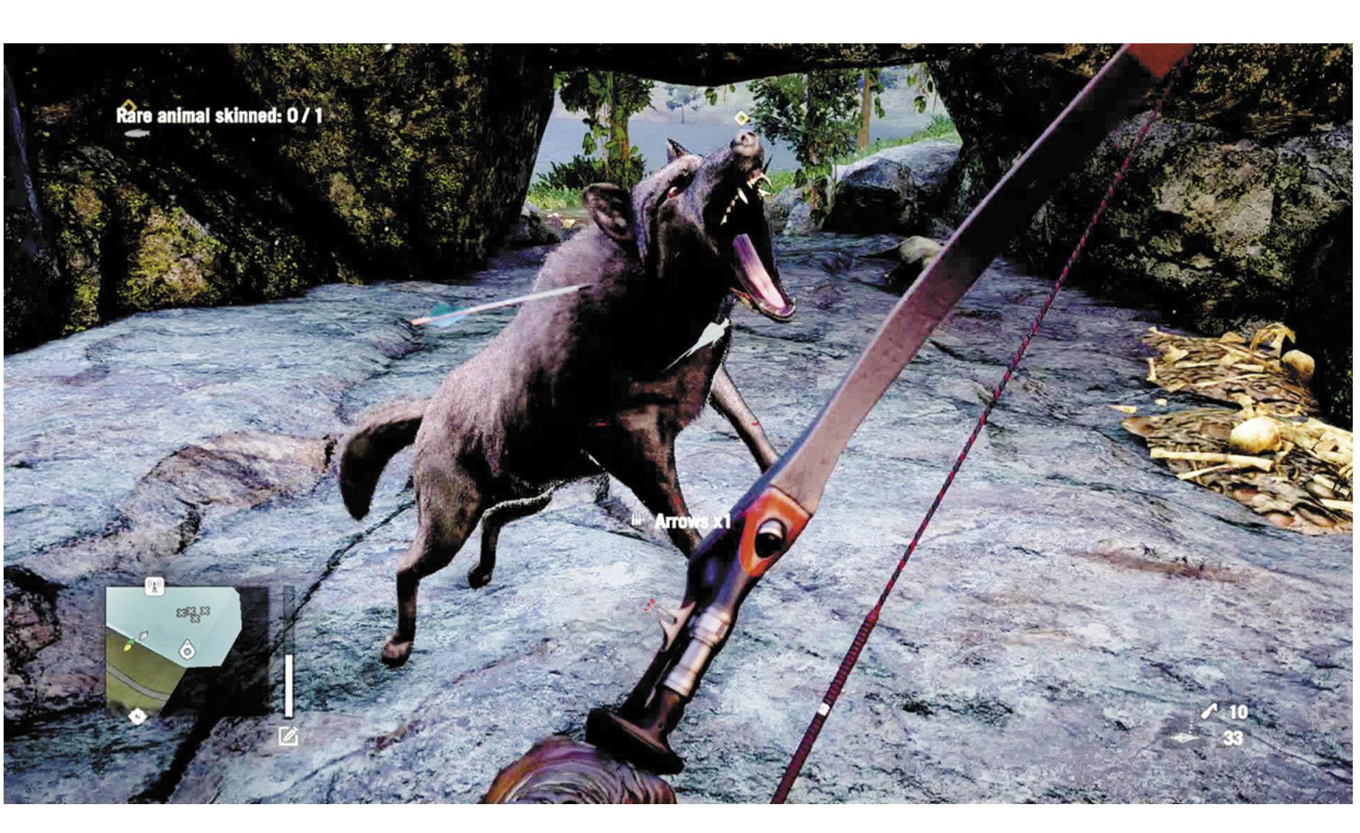

COLLECTION : KING MIN'S KYRAT
5190 KP / 0
1895 XP / 1900
₭ 2,080,709
56
FOREWORD
PEOPLE
PLACES
ANIMALS
BHARAL
BLACK WATER DRAGON (RARE)
CLOUDED LEOPARD
DEMON FISH
DHOLE
GHOST BEAR (RARE)
GULO (RARE)
HIMALAYAN BROWN BEAR
HONEY BADGER
KARKADANN (RARE)
MAD DEVIL (RARE)
MALAYAN TAPIR
PIG
SAMBAR
SHADOW LEOPARD (RARE)
SKY TIGER (RARE)
BACK

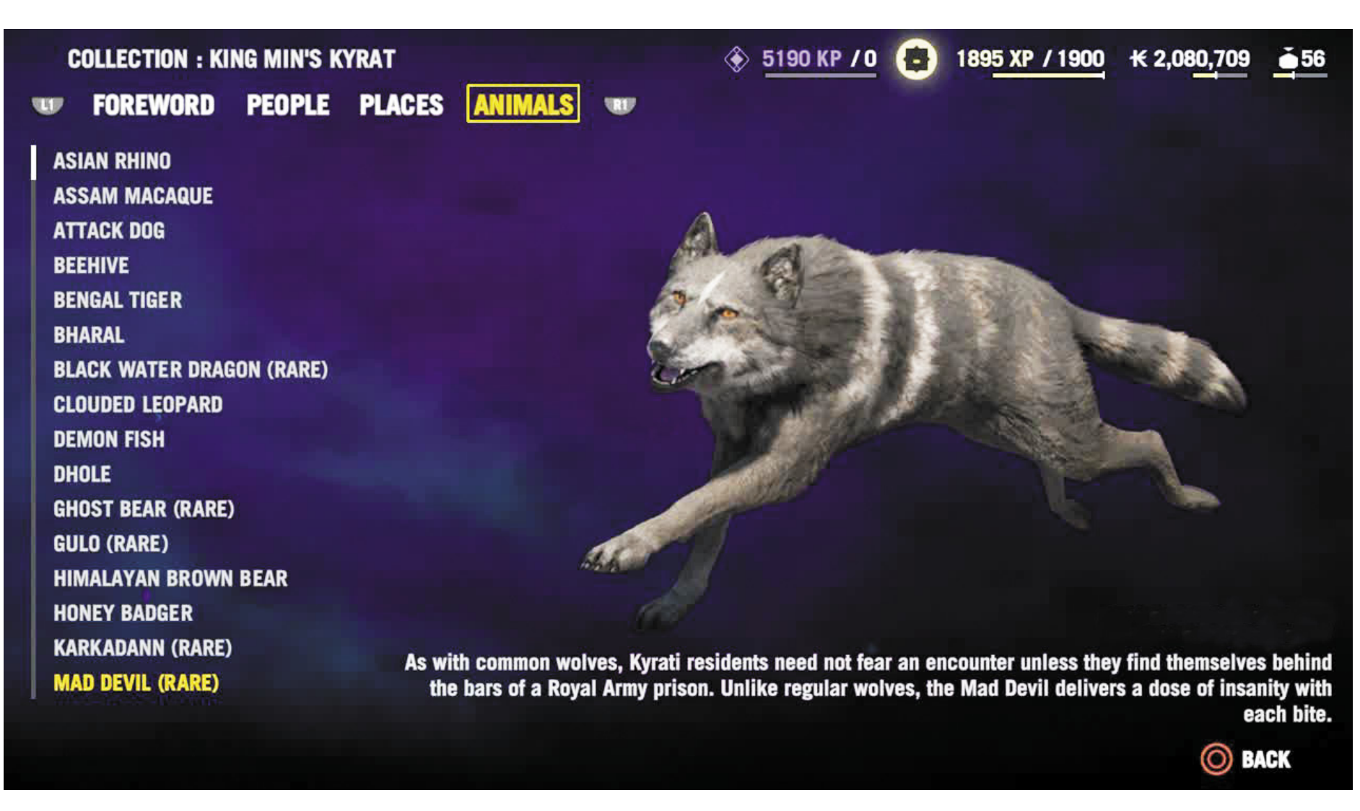
The rare and beautiful Sky Tiger will continue to rule over the wilds of Kyrat just as our gracious King Min rules over our civilized lands. Should any citizen fall prey to the Sky Tiger, know that it would have been the same justice meted out by King Min.

You'll find Sky Tiger in a cave at the mouth of a narrow valley. Regular tigers hang out here as well, so proceed cautiously. Fighting multiple tigers at once is a very dangerous game.

MAD DEVIL

Keo Gold Storage (x:440 y:815)Weapon: **Bow and Arrows or Auto-Cross**


Rare animal skinned: 0 / 1
Arrows x1
10
33


COLLECTION : KING MIN'S KYRAT
5190 KP / 0
1895 XP / 1900
₭ 2,080,709
56
FOREWORD
PEOPLE
PLACES
ANIMALS
ASIAN RHINO
ASSAM MACAQUE
ATTACK DOG
BEEHIVE
BENGAL TIGER
BHARAL
BLACK WATER DRAGON (RARE)
CLOUDED LEOPARD
DEMON FISH
DHOLE
GHOST BEAR (RARE)
GULO (RARE)
HIMALAYAN BROWN BEAR
HONEY BADGER
KARKADANN (RARE)
MAD DEVIL (RARE)
BACK

As with common wolves, Kyrati residents need not fear an encounter unless they find themselves behind the bars of a Royal Army prison. Unlike regular wolves, the Mad Devil delivers a dose of insanity with each bite.

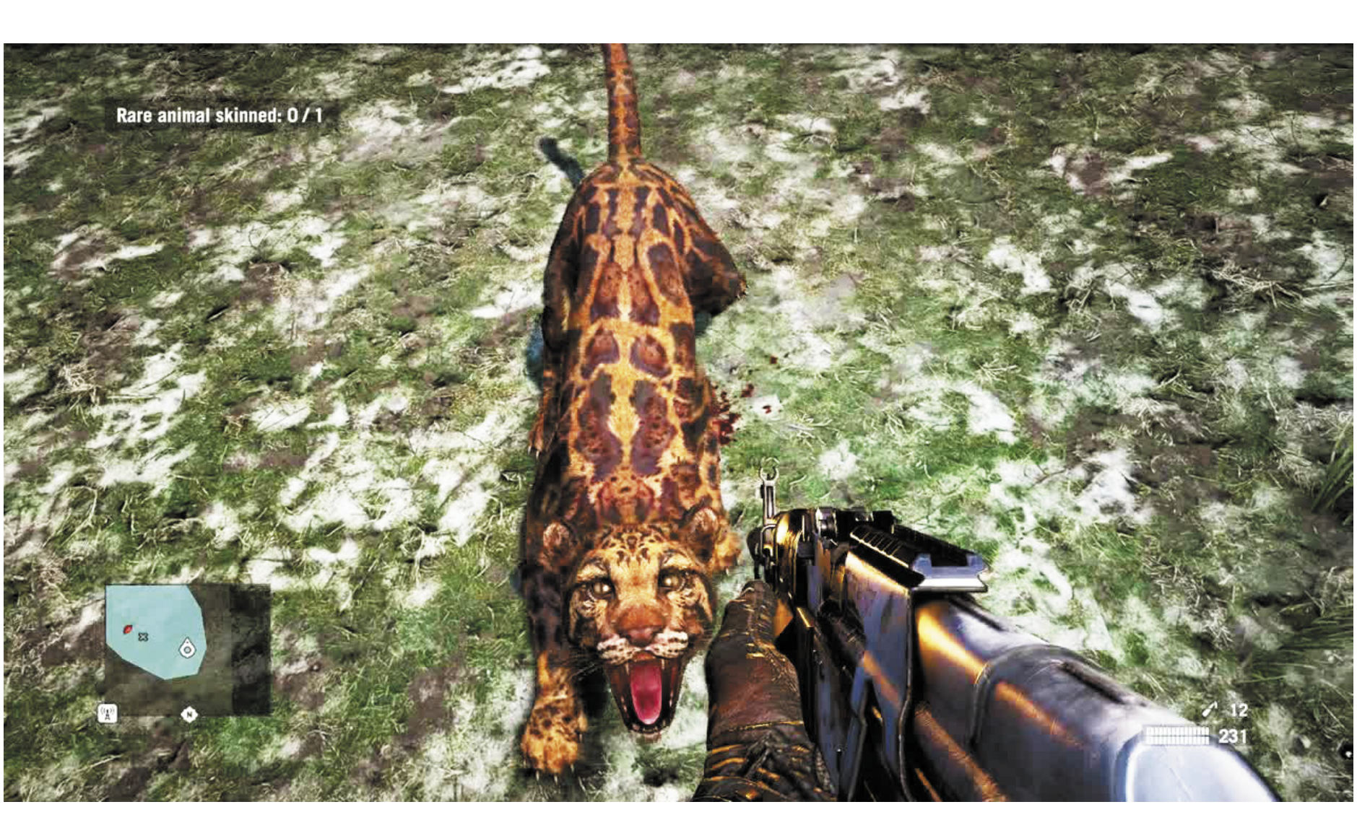
Taking down a wolf den with a bow and arrows was one of the first things you did in Kyrat. So this should be a snap, right?

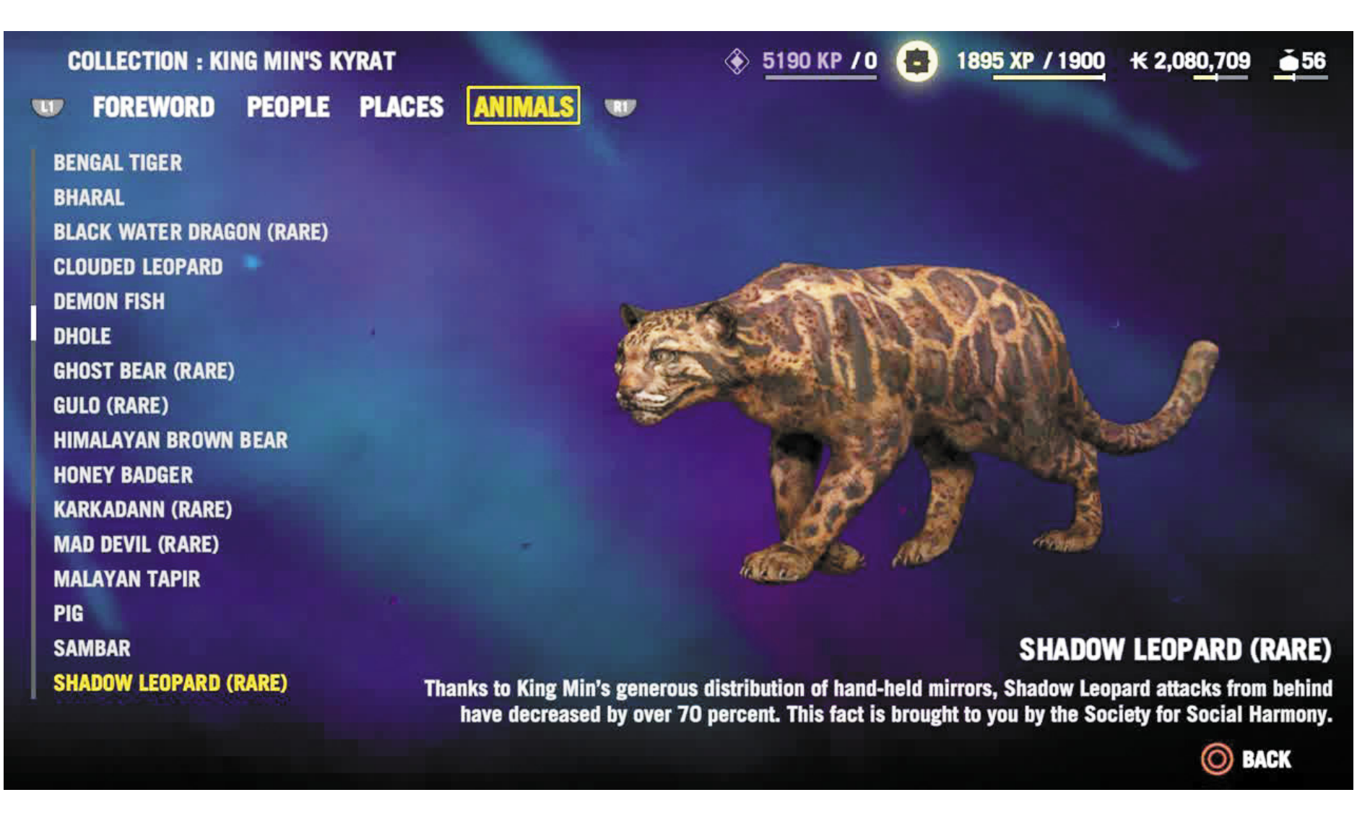
Maybe. Maybe not.

Mad Devil's bite is poisonous, which means your vision gets all woozy if he connects. Plus, his cave is protected by a pack of normal wolves nearly a dozen strong. However, remembering that you can use any weapon you want to cull his underlings makes this hunt much more manageable, especially if you can then get Mad Devil one-on-one.

SHADOW LEOPARD

Keo Logging Camp (x:417 y:754) Weapon: **Assault Rifle**


Rare animal skinned: 0 / 1
12
231

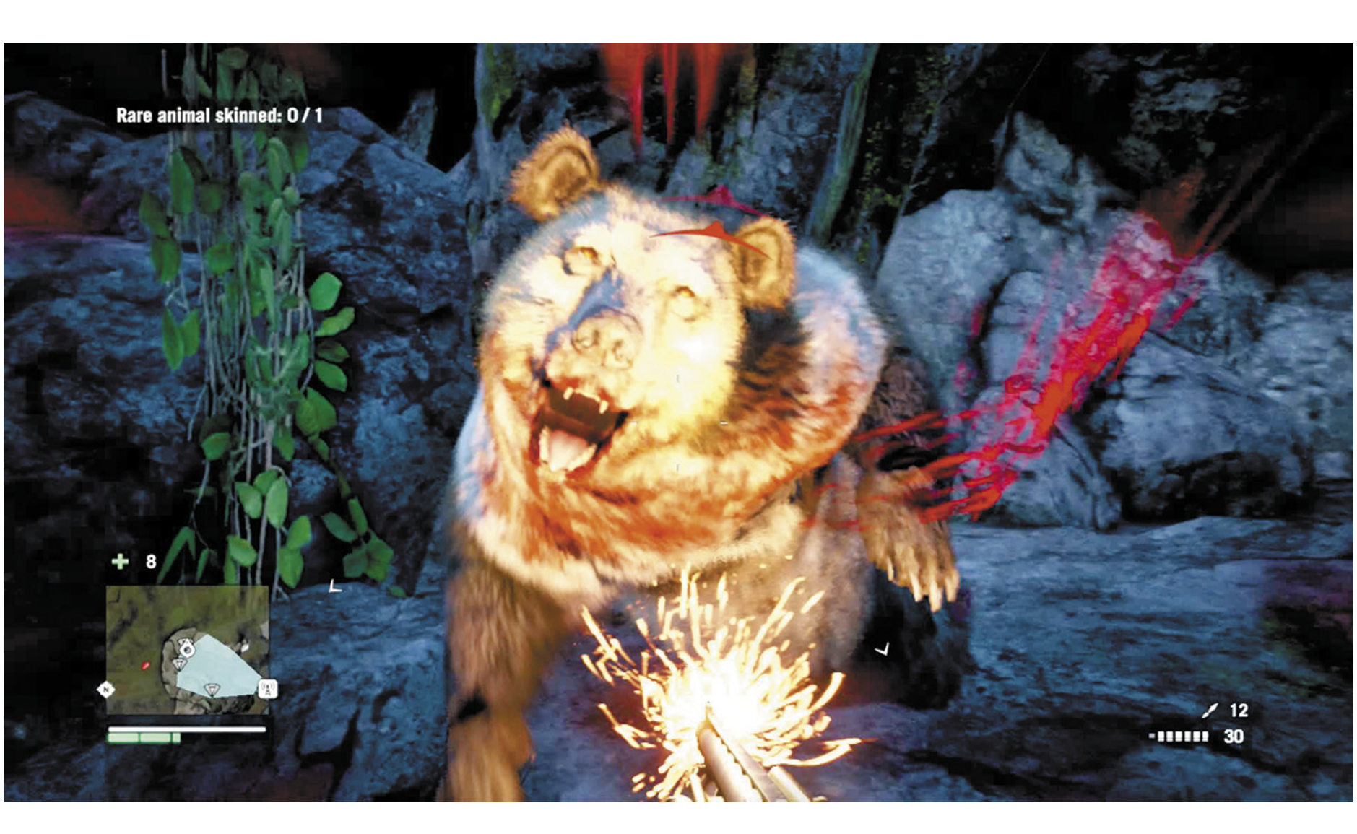

COLLECTION : KING MIN'S KYRAT
5190 KP / 0
1895 XP / 1900
₭ 2,080,709
56
FOREWORD
PEOPLE
PLACES
ANIMALS
BENGAL TIGER
BHARAL
BLACK WATER DRAGON (RARE)
CLOUDED LEOPARD
DEMON FISH
DHOLE
GHOST BEAR (RARE)
GULO (RARE)
HIMALAYAN BROWN BEAR
HONEY BADGER
KARKADANN (RARE)
MAD DEVIL (RARE)
MALAYAN TAPIR
PIG
SAMBAR
SHADOW LEOPARD (RARE)
SHADOW LEOPARD (RARE)
BACK

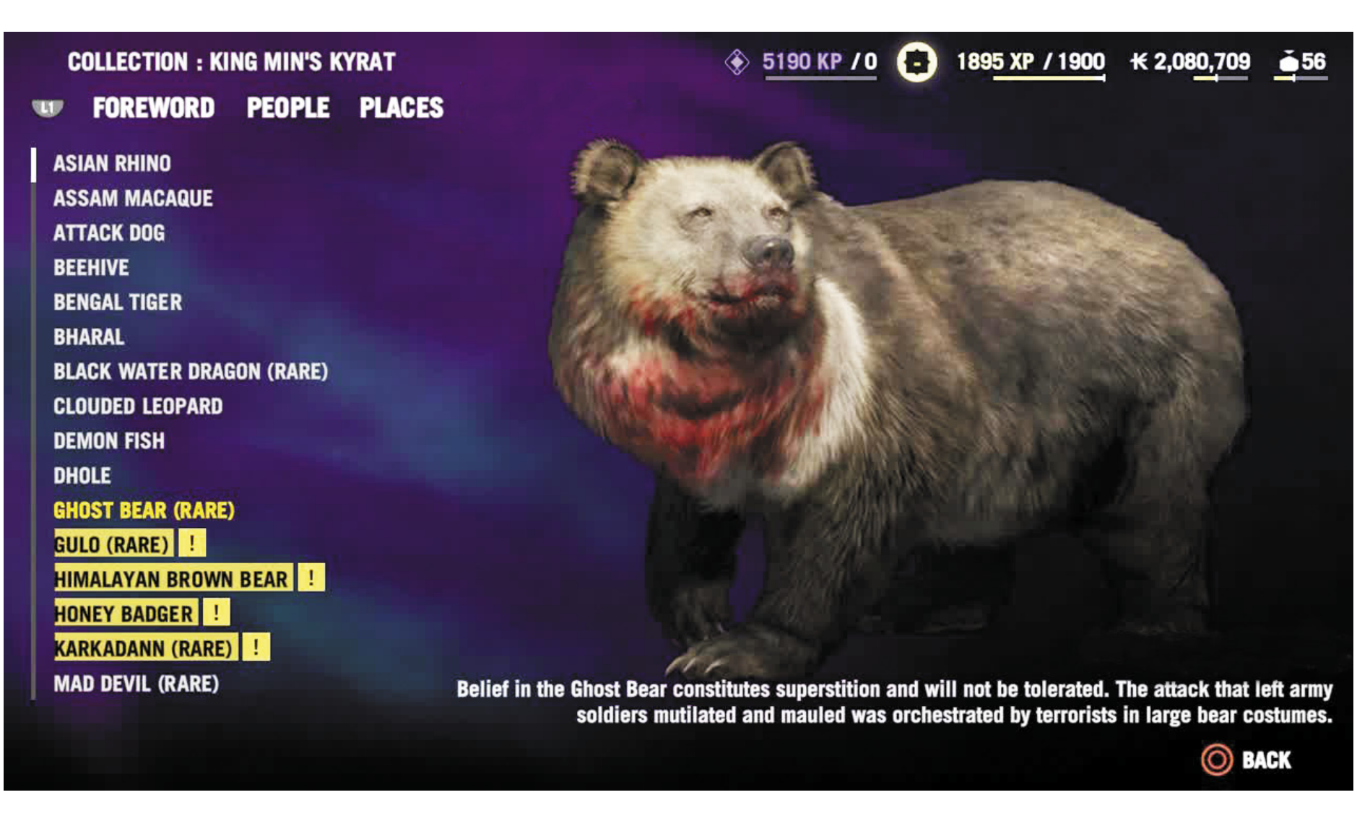
Thanks to King Min's generous distribution of hand-held mirrors, Shadow Leopard attacks from behind have decreased by over 70 percent. This fact is brought to you by the Society for Social Harmony.

Another fairly simple assignment, the toughest thing about this one is grappling up to the high plateau where the shadow leopard lives. As with the tiger, watch for other leopards as well, so you don't get gang-tackled by angry kitties.

GHOST BEAR

Keo Pradhana Mine (x:695 y:620)Weapon: **Shotgun**


Rare animal skinned: 0 / 1
8
12
30

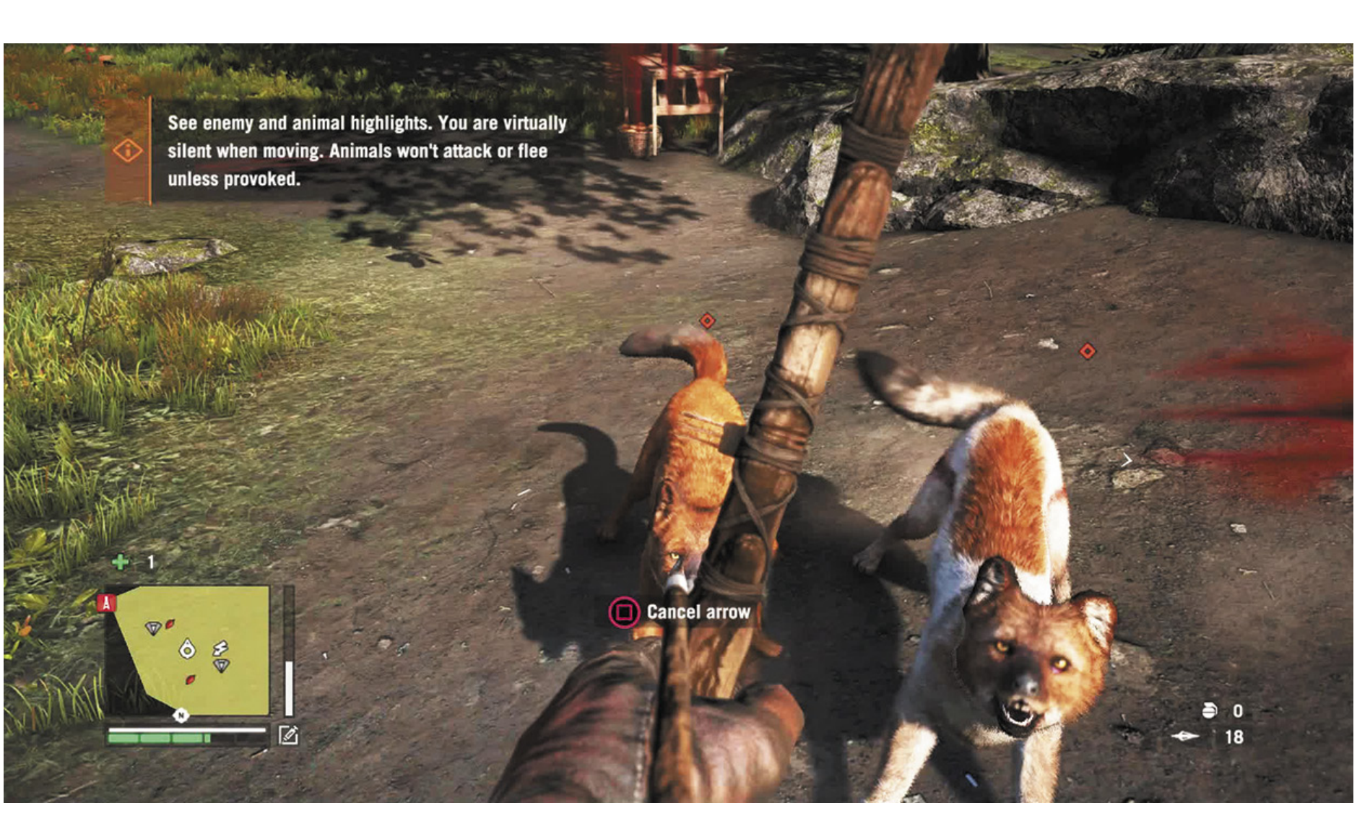

COLLECTION : KING MIN'S KYRAT
5190 KP / 0
1895 XP / 1900
₭ 2,080,709
56
FOREWORD
PEOPLE
PLACES
ASIAN RHINO
ASSAM MACAQUE
ATTACK DOG
BEEHIVE
BENGAL TIGER
BHARAL
BLACK WATER DRAGON (RARE)
CLOUDED LEOPARD
DEMON FISH
DHOLE
GHOST BEAR (RARE)
GULO (RARE) !
HIMALAYAN BROWN BEAR !
HONEY BADGER !
KARKADANN (RARE) !
MAD DEVIL (RARE)
BACK

Belief in the Ghost Bear constitutes superstition and will not be tolerated. The attack that left army soldiers mutilated and mauled was orchestrated by terrorists in large bear costumes.

Ghost bear is easy to identify. He's the one with the white face and the head and chest covered in fresh human blood. How easy this quest is depends entirely upon which shotgun you bring along. If you're rolling with the SPAS-12 or the 87, it's no worries. If you're toting something slower to fire, better load up on syringes.

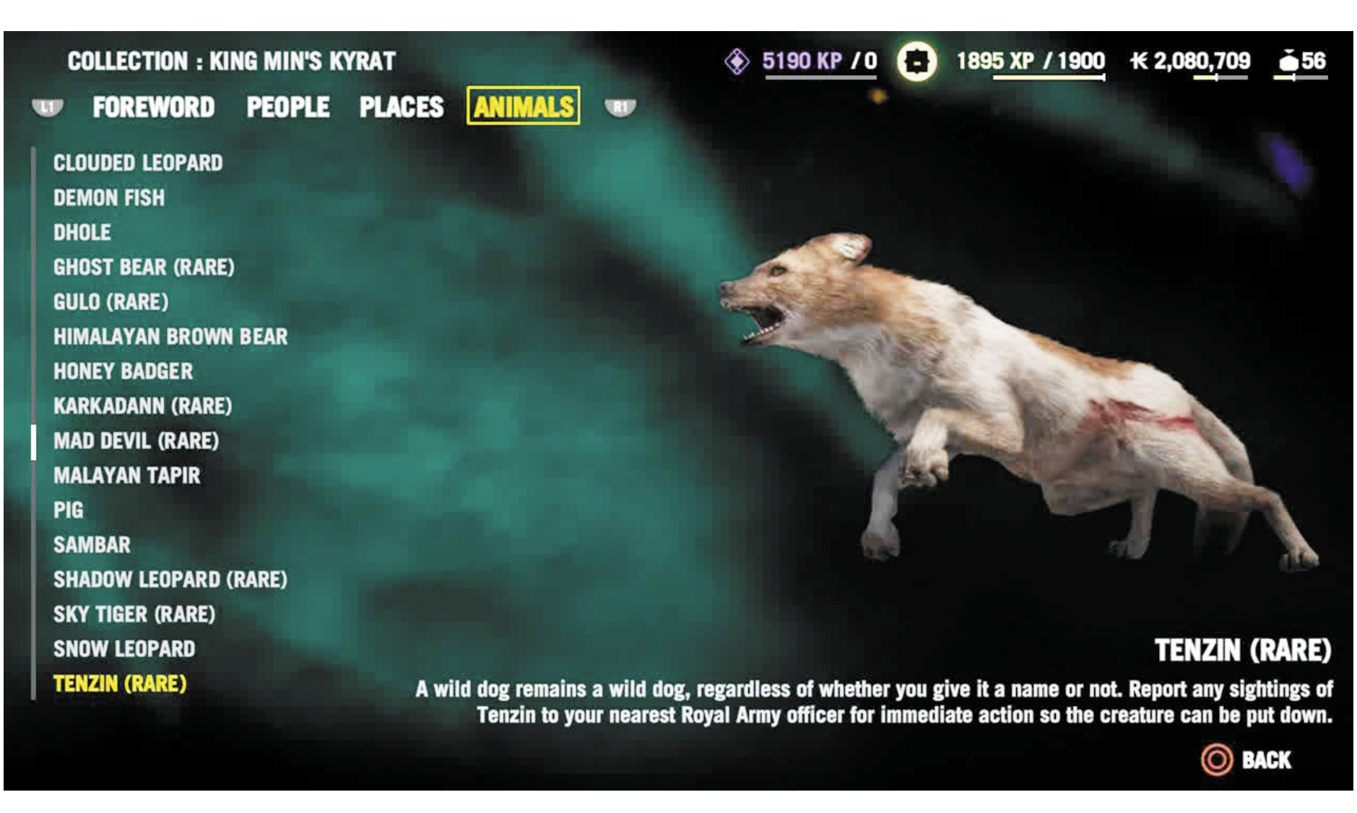
TENZIN

Kyra Tea Terraces (x:391 y:330)Weapon: **Bow and Arrow or Auto-Cross**



See enemy and animal highlights. You are virtually silent when moving. Animals won't attack or flee unless provoked.

Cancel arrow
6
18


COLLECTION : KING MIN'S KYRAT
5190 KP / 0
1895 XP / 1900
₭ 2,080,709
56
FOREWORD
PEOPLE
PLACES
ANIMALS
CLOUDED LEOPARD
DEMON FISH
DHOLE
GHOST BEAR (RARE)
GULO (RARE)
HIMALAYAN BROWN BEAR
HONEY BADGER
KARKADANN (RARE)
MAD DEVIL (RARE)
MALAYAN TAPIR
PIG
SAMBAR
SHADOW LEOPARD (RARE)
SKY TIGER (RARE)
SNOW LEOPARD
TENZIN (RARE)
TENZIN (RARE)
BACK

A wild dog remains a wild dog, regardless of whether you give it a name or not. Report any sightings of Tenzin to your nearest Royal Army officer for immediate action so the creature can be put down.

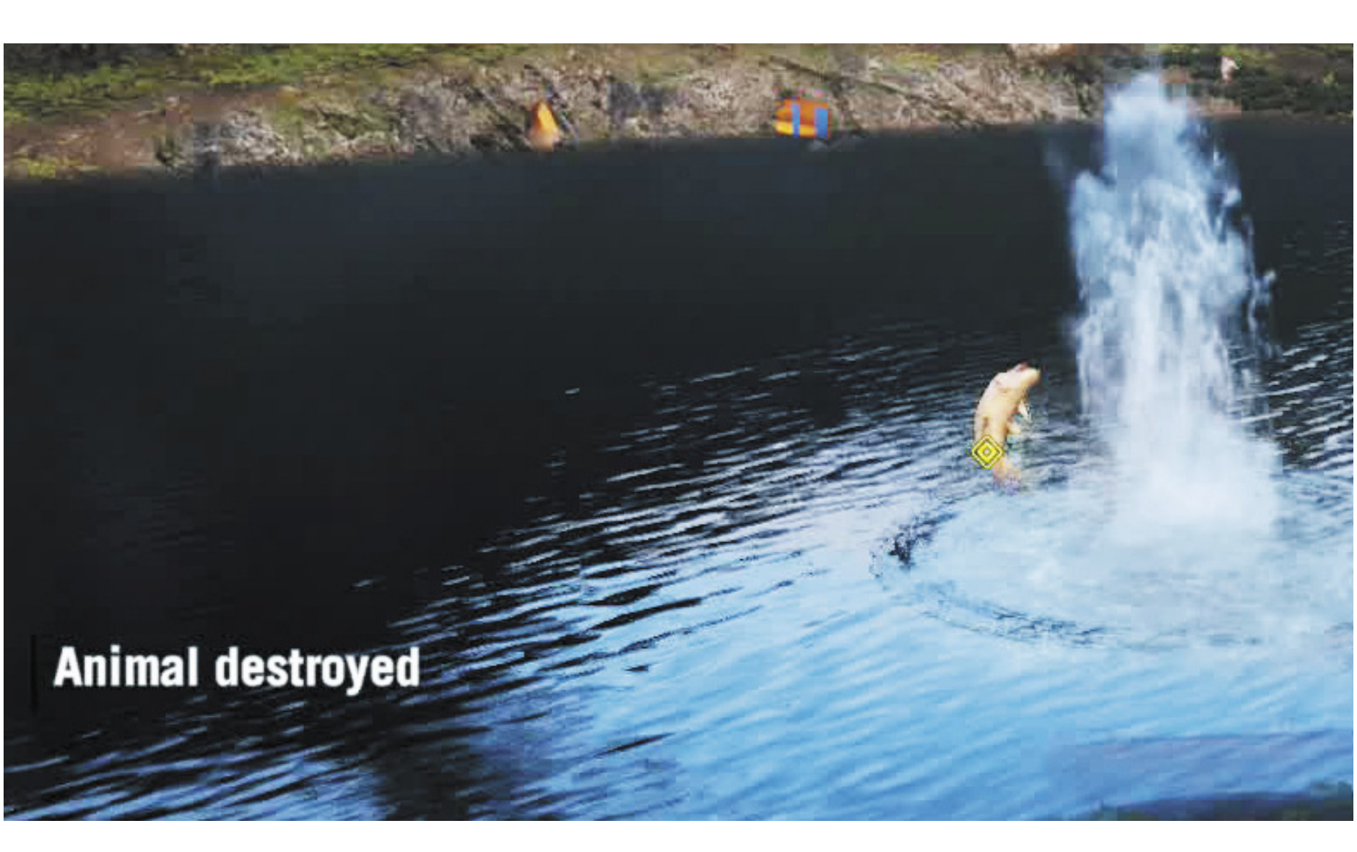
Don't misinterpret the rule on this one. Yes, you have to kill Tenzin, the brown-and-white dhole, with the bow and arrow. But you can kill his pack with whatever weapon you desire. Bring along a shotgun to clear out the minions and only pull out the bow (or auto-cross) for Tenzin. Also, a level 2 hunting syringe is a huge help here, as it will keep the pack from swarming you.

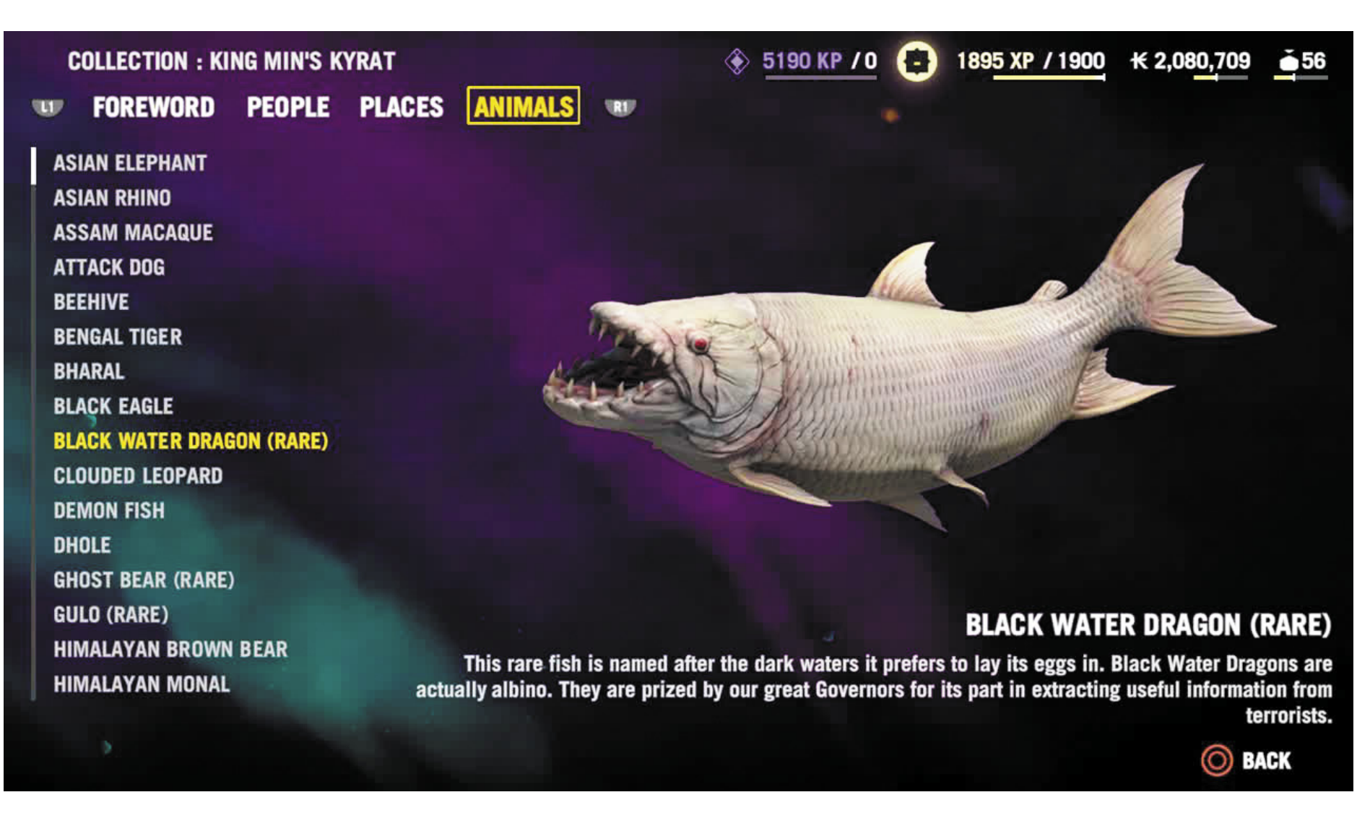
TIP

Hunting syringes, especially when upgraded to level 2, can make the difference between bagging your trophy or going home in a bag yourself. And in a crazy bit of coincidence, the red and blue flowers needed to make a hunting syringe can often be found near the rare hunt location.

BLACK WATER DRAGON

Kyra Tea Weigh Station (x:346 y:381)Weapon: **Explosives**


Animal destroyed


COLLECTION : KING MIN'S KYRAT
5190 KP / 0
1895 XP / 1900
₭ 2,080,709
56
FOREWORD
PEOPLE
PLACES
ANIMALS
ASIAN ELEPHANT
ASIAN RHINO
ASSAM MACAQUE
ATTACK DOG
BEEHIVE
BENGAL TIGER
BHARAL
BLACK EAGLE
BLACK WATER DRAGON (RARE)
CLOUDED LEOPARD
DEMON FISH
DHOLE
GHOST BEAR (RARE)
GULO (RARE)
HIMALAYAN BROWN BEAR
HIMALAYAN MONAL
BLACK WATER DRAGON (RARE)
BACK

This rare fish is named after the dark waters it prefers to lay its eggs in. Black Water Dragons are actually albino. They are prized by our great Governors for its part in extracting useful information from terrorists.

Fishing with dynamite. Now that's a safe hunt.

Make your way to the ol' fishin' hole, which is actually a riverside cliff stocked with ammo and explosives, and pop a hunter syringe to help you see the fabled Black Water Dragon (which is actually white—it's the water that's black, apparently). A grenade launcher is your most efficient weapon here, but you do have options. C4 works in water, mines work (though you almost have to hit the fish with it), and grenades or explosive arrows can also get the job done. There's an explosive barrel below, and even a buzzer and an M-79 grenade launcher if you really want to stack the odds. Luckily, the "you can't skin it if you blew it to smithereens" rule seems to be lifted for this quest.

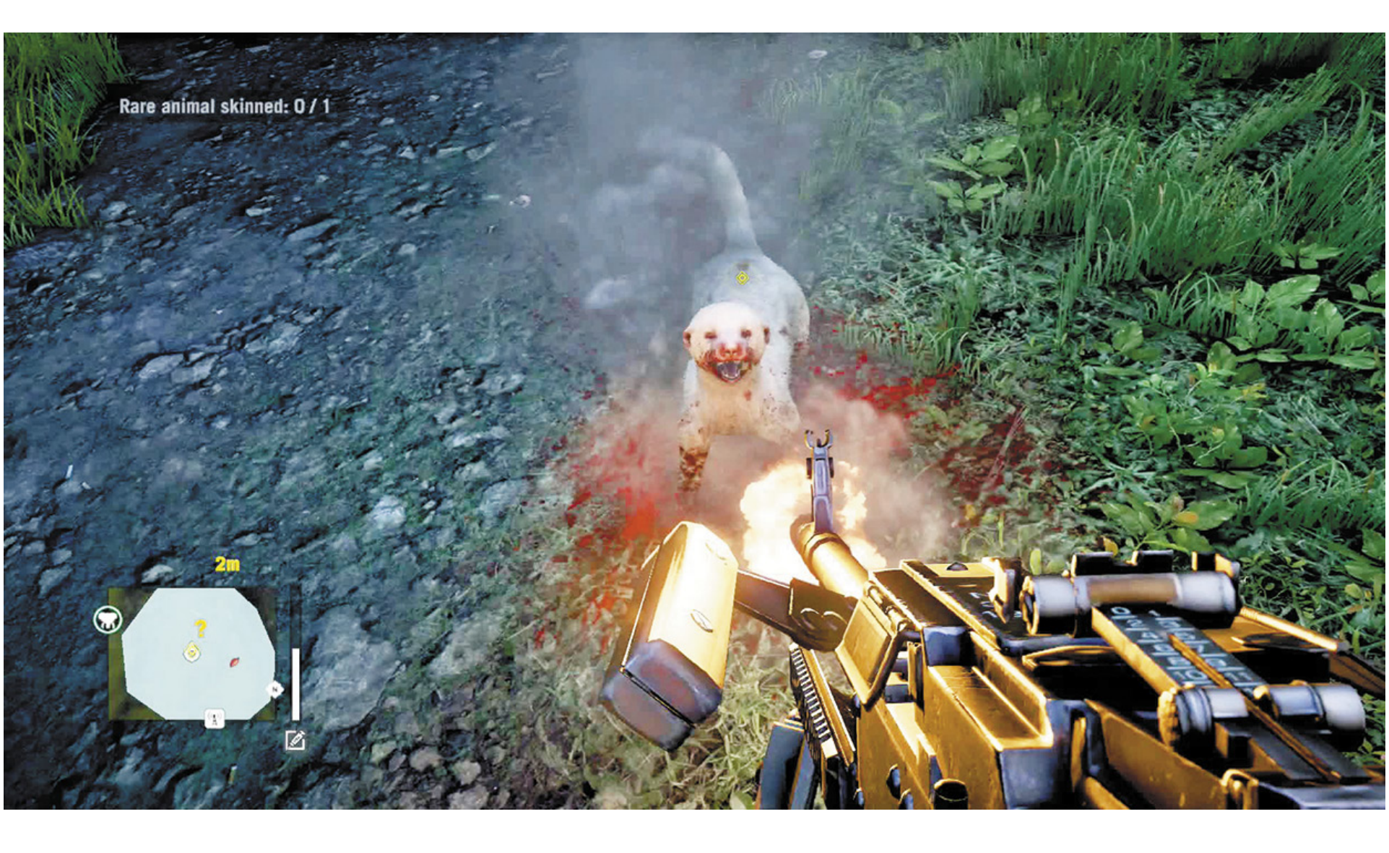
TIP

The Royal Army patrols the river relentlessly, so be prepared to toss a few shots their way as well.

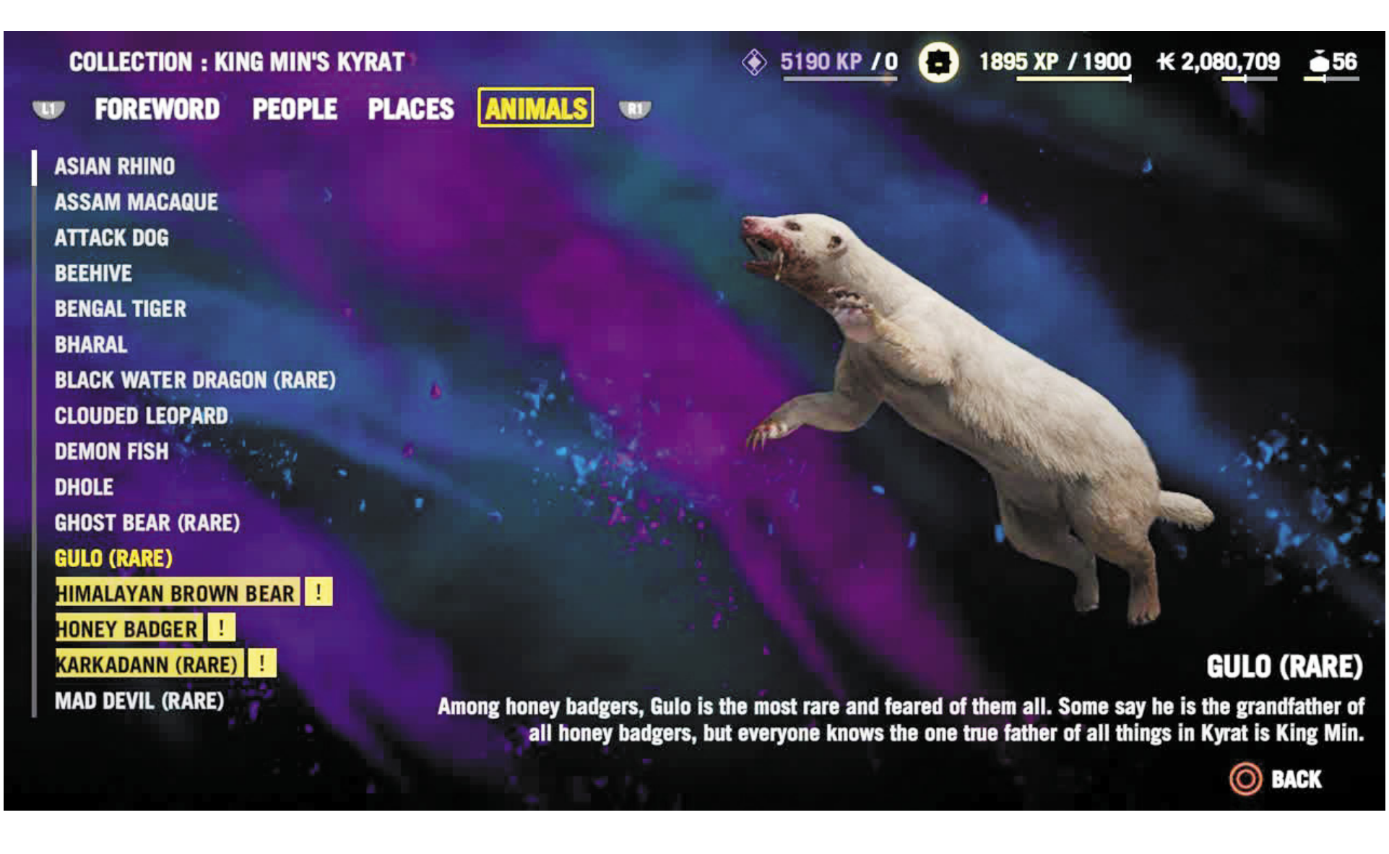
Hold then press to see your new syringe.
MULTI KILL x
6
4

GULO

Pranijigat School (x:346 y:625)Weapon: **LMG**


Rare animal skinned: 0 / 1
2m

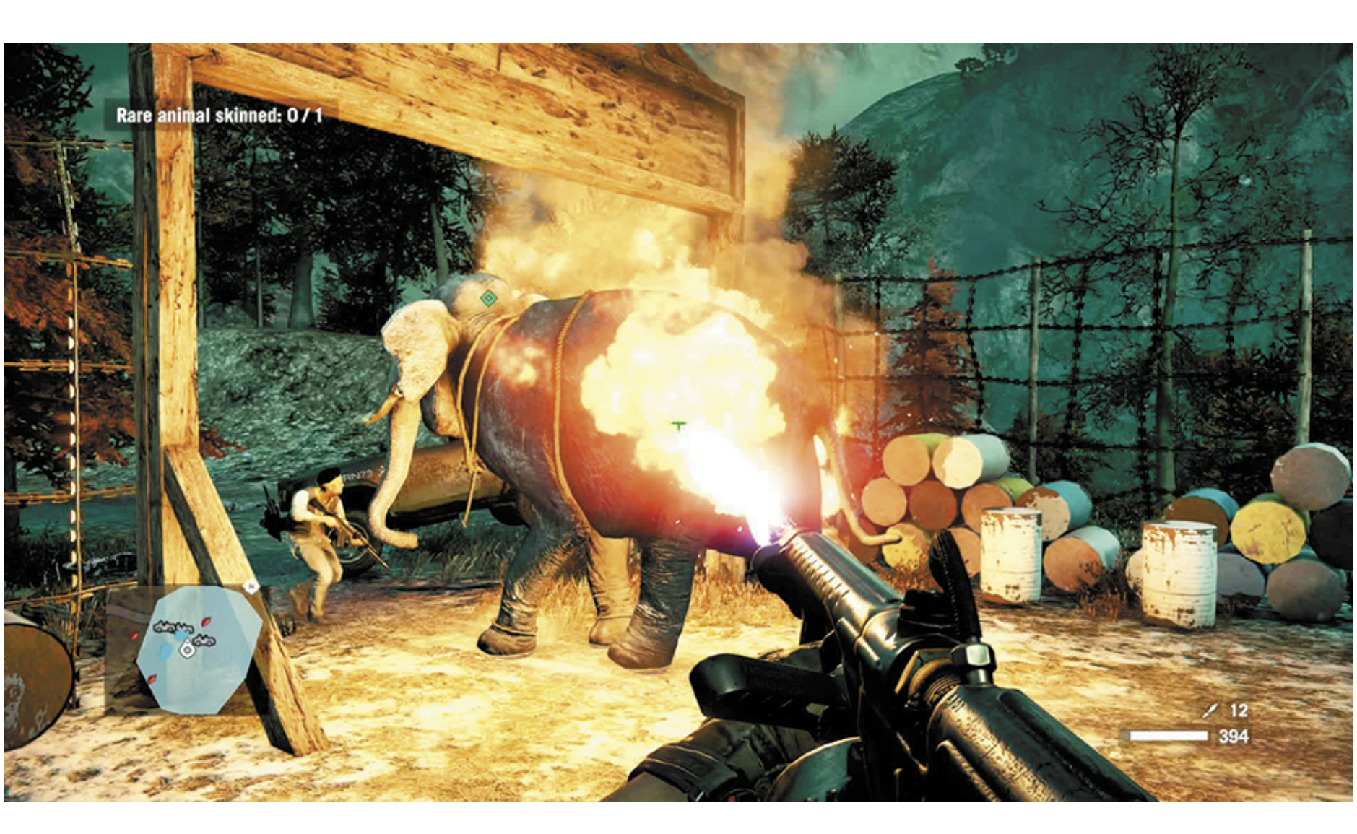
A honey badger with white fur and a bloody muzzle, Gulo is a tenacious little cuss. He's a pretty easy kill though, because your weapon for this hunt is a bullet-spewing LMG.

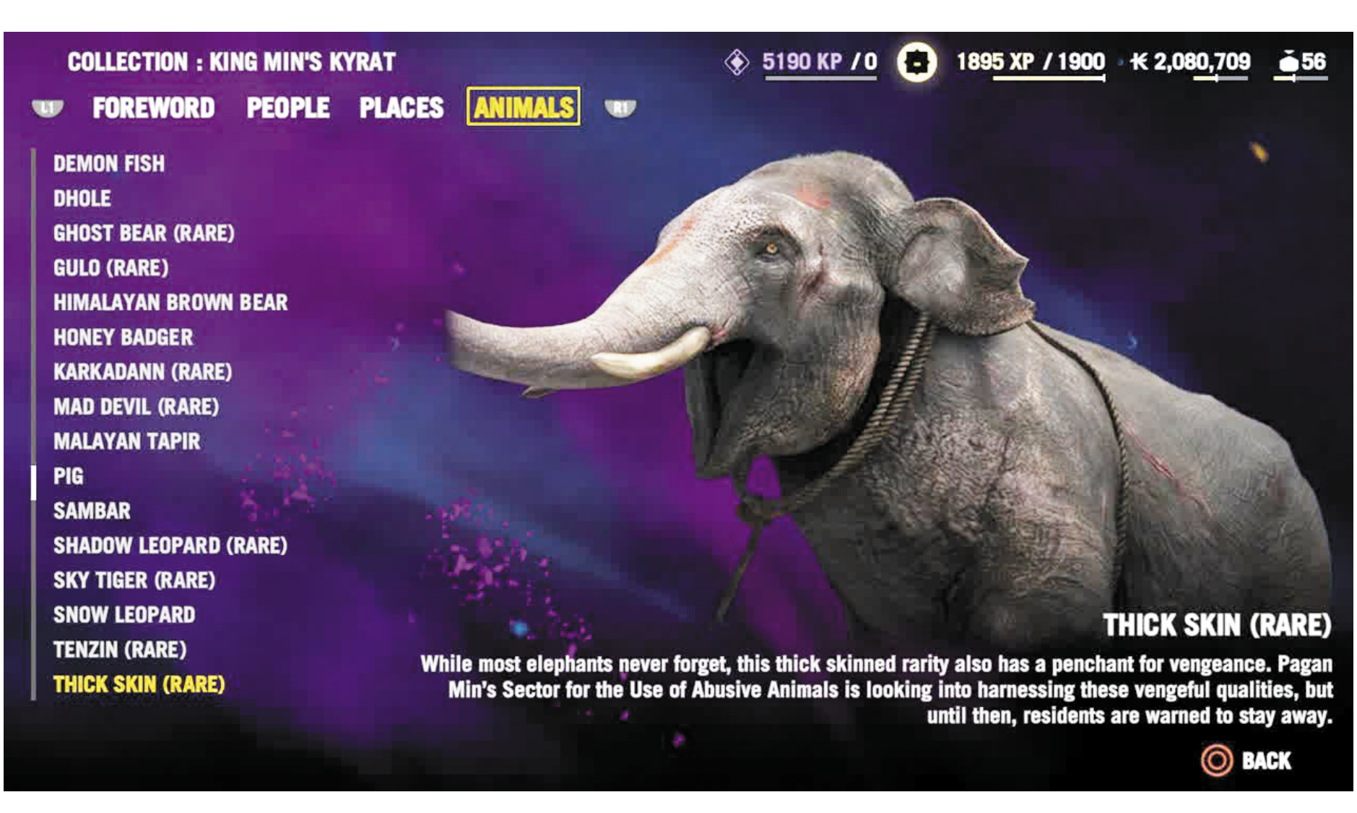

COLLECTION : KING MIN'S KYRAT
5190 KP / 0
1895 XP / 1900
₭ 2,080,709
56
FOREWORD
PEOPLE
PLACES
ANIMALS
ASIAN RHINO
ASSAM MACAQUE
ATTACK DOG
BEEHIVE
BENGAL TIGER
BHARAL
BLACK WATER DRAGON (RARE)
CLOUDED LEOPARD
DEMON FISH
DHOLE
GHOST BEAR (RARE)
GULO (RARE)
HIMALAYAN BROWN BEAR !
HONEY BADGER !
KARKADANN (RARE) !
MAD DEVIL (RARE)
GULO (RARE)
BACK

Among honey badgers, Gulo is the most rare and feared of them all. Some say he is the grandfather of all honey badgers, but everyone knows the one true father of all things in Kyrat is King Min.

THICK SKIN

Rajgad Gulag (x:808 y:788) Weapon: **Fire**


Rare animal skinned: 0 / 1
12
394


COLLECTION : KING MIN'S KYRAT
5190 KP / 0
1895 XP / 1900
₭ 2,080,709
56
FOREWORD
PEOPLE
PLACES
ANIMALS
DEMON FISH
DHOLE
GHOST BEAR (RARE)
GULO (RARE)
HIMALAYAN BROWN BEAR
HONEY BADGER
KARKADANN (RARE)
MAD DEVIL (RARE)
MALAYAN TAPIR
PIG
SAMBAR
SHADOW LEOPARD (RARE)
SKY TIGER (RARE)
SNOW LEOPARD
TENZIN (RARE)
THICK SKIN (RARE)
THICK SKIN (RARE)
BACK

While most elephants never forget, this thick skinned rarity also has a penchant for vengeance. Pagan Min's Sector for the Use of Abusive Animals is looking into harnessing these vengeful qualities, but until then, residents are warned to stay away.

Taking on a raging elephant with anything short of a rocket launcher is a monumental task. And here, you've got to make the kill with fire, one of the slowest killing techniques in the game. This could get ugly.

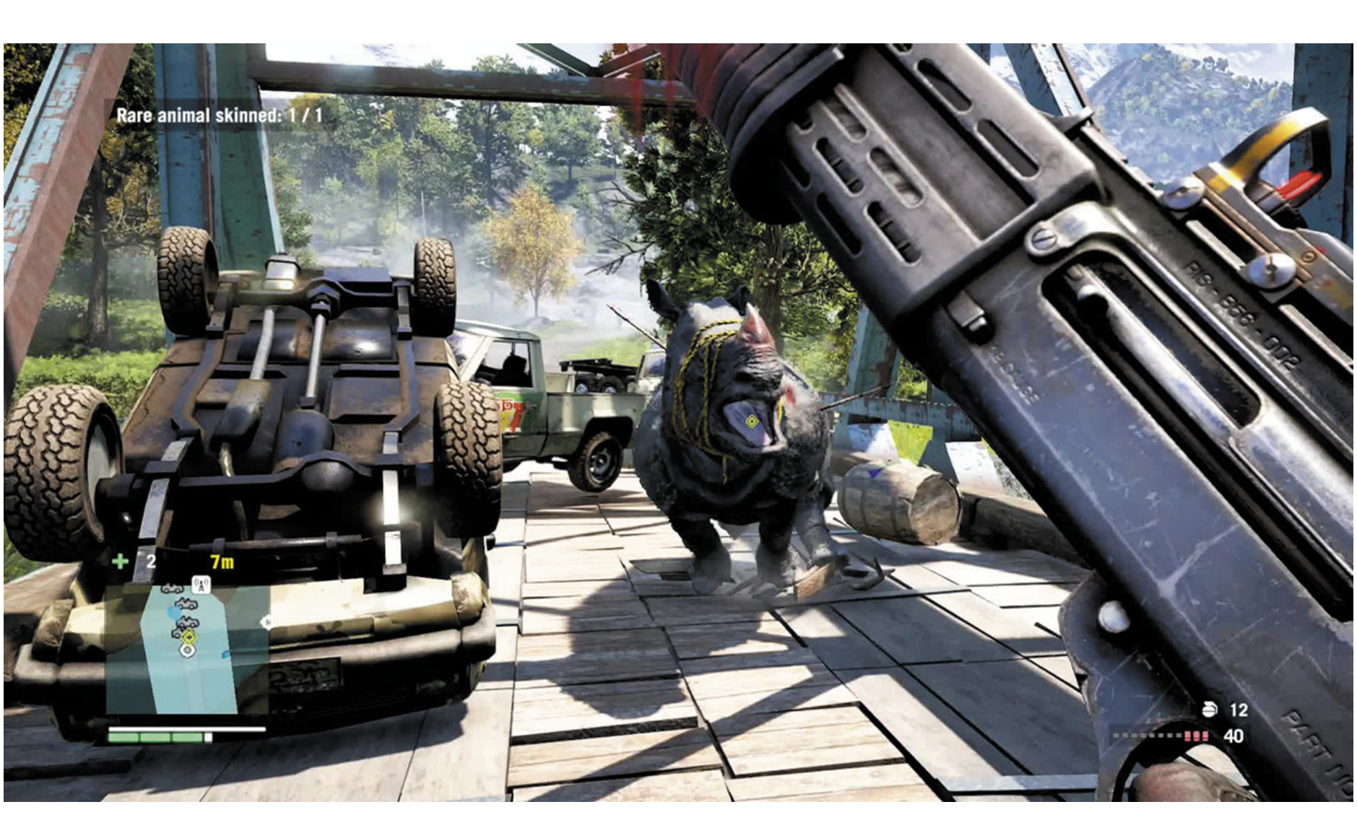
Thick Skin will be in full rampage mode when you arrive, tossing any human within reach across the yard. Luckily, you can use those other people as a distraction and chip away at him from behind. The house makes good cover, too.

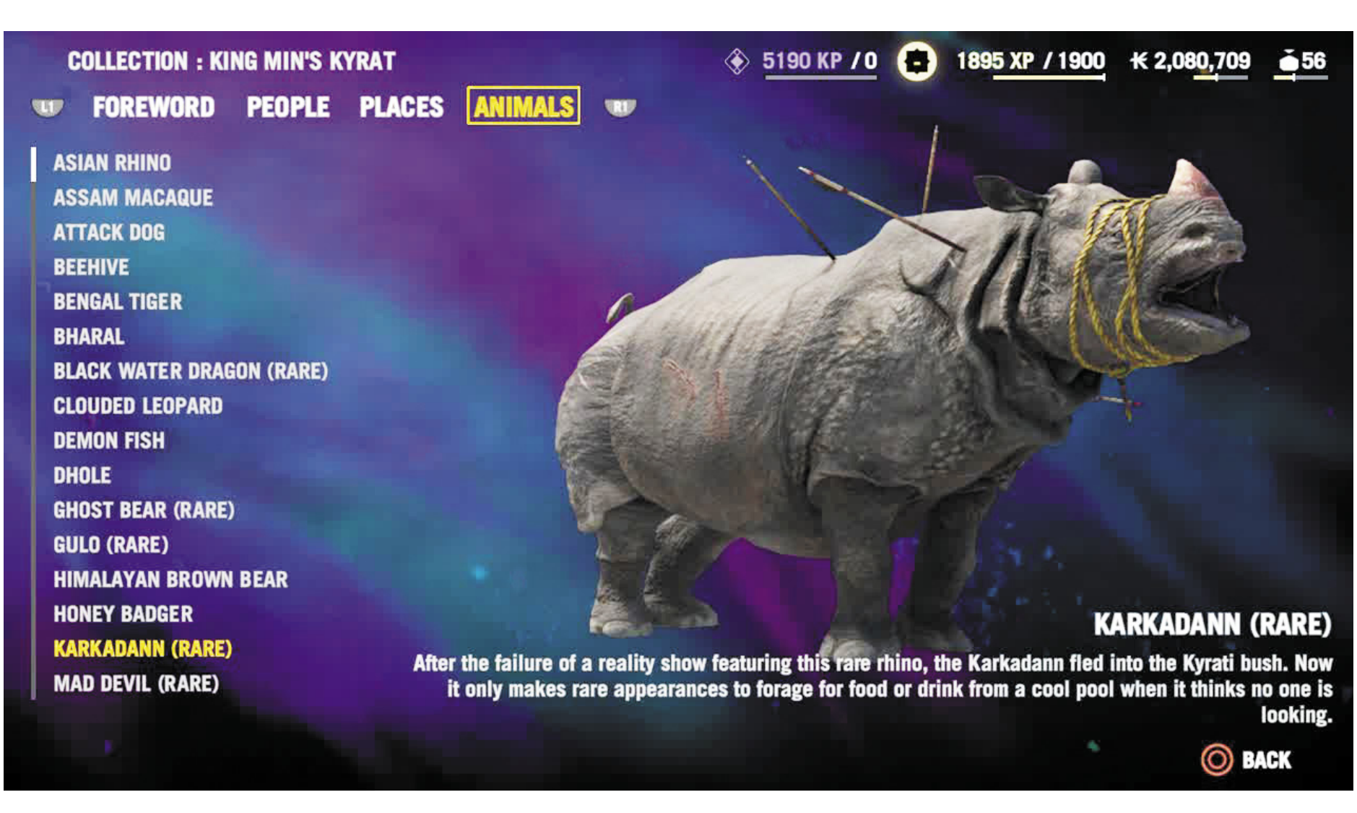
NOTE

Thick Skin's "skinning spot" can be tough to find. If you have trouble, climb onto his stomach and sweep the area around his rear hips.

KARKADANN

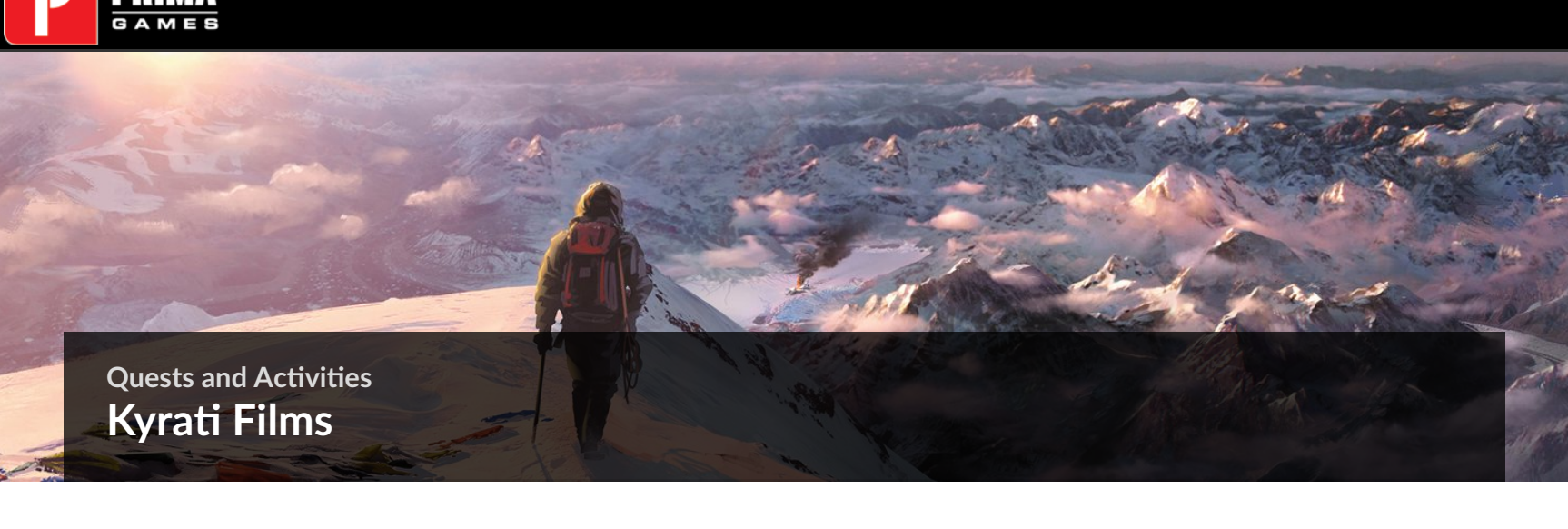
Shanath Breeders (x:381 y:572)Weapon: **Shotgun**


Rare animal skinned: 1 / 1
2
7m
12
40


COLLECTION : KING MIN'S KYRAT
5190 KP / 0
1895 XP / 1900
₭ 2,080,709
56
FOREWORD
PEOPLE
PLACES
ANIMALS
ASIAN RHINO
ASSAM MACAQUE
ATTACK DOG
BEEHIVE
BENGAL TIGER
BHARAL
BLACK WATER DRAGON (RARE)
CLOUDED LEOPARD
DEMON FISH
DHOLE
GHOST BEAR (RARE)
GULO (RARE)
HIMALAYAN BROWN BEAR
HONEY BADGER
KARKADANN (RARE)
MAD DEVIL (RARE)
KARKADANN (RARE)
BACK

After the failure of a reality show featuring this rare rhino, the Karkadann fled into the Kyrati bush. Now it only makes rare appearances to forage for food or drink from a cool pool when it thinks no one is looking.

Sometimes, your quarry is hidden away in a distant lair far from civilization. Other times, they're busy tipping over trucks and causing a six-car pileup on the bridge. You've got to love rhinos.



You wouldn't guess it, but the Kyrati love their high-speed racing. So much, in fact, that there's an entire industry devoted to filming them. Okay, it may just be one person with a cell phone camera for all we know, but the point is, there's racing to be done. Kyrati Films activities come in two different flavors: Racing and Survival.

RACING

Racing is a simple, timed dash through checkpoints.

BANAPUR

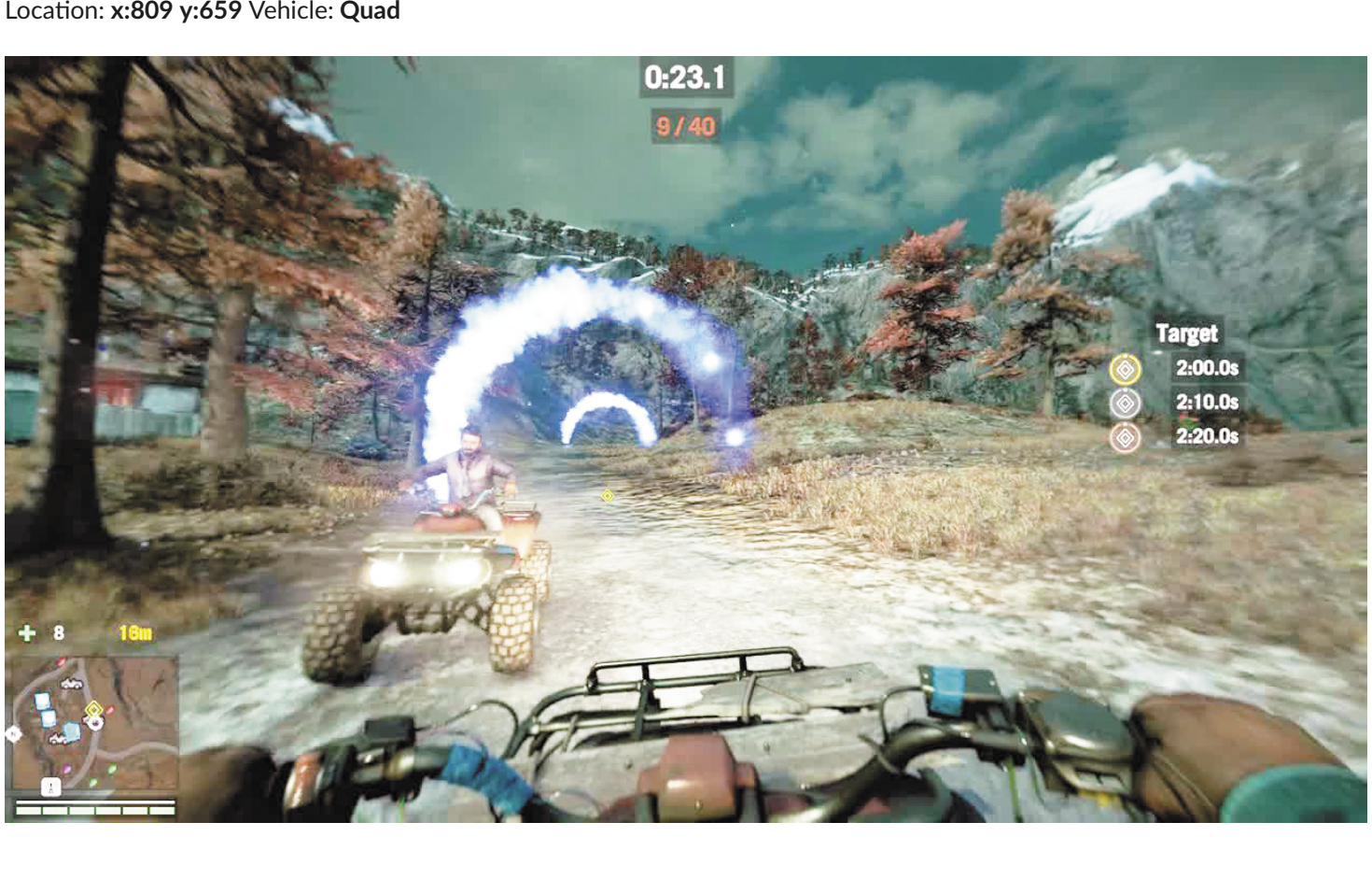
Location: **x:214 y:430**

To trigger the Kyrati Films activities, head back to Banapur and ferret out a nondescript blue door. Behind it, you'll meet the lovely (not really) and talented (who knows?) Sharma Salsa, head of pretty much everything film-related in Kyrat. She'll draft you to become her latest big-screen wheelman.

There's no race attached to this first meeting, but you have to stop here in order to turn on the race indicators across the map.

BORDER OBSERVATION POST

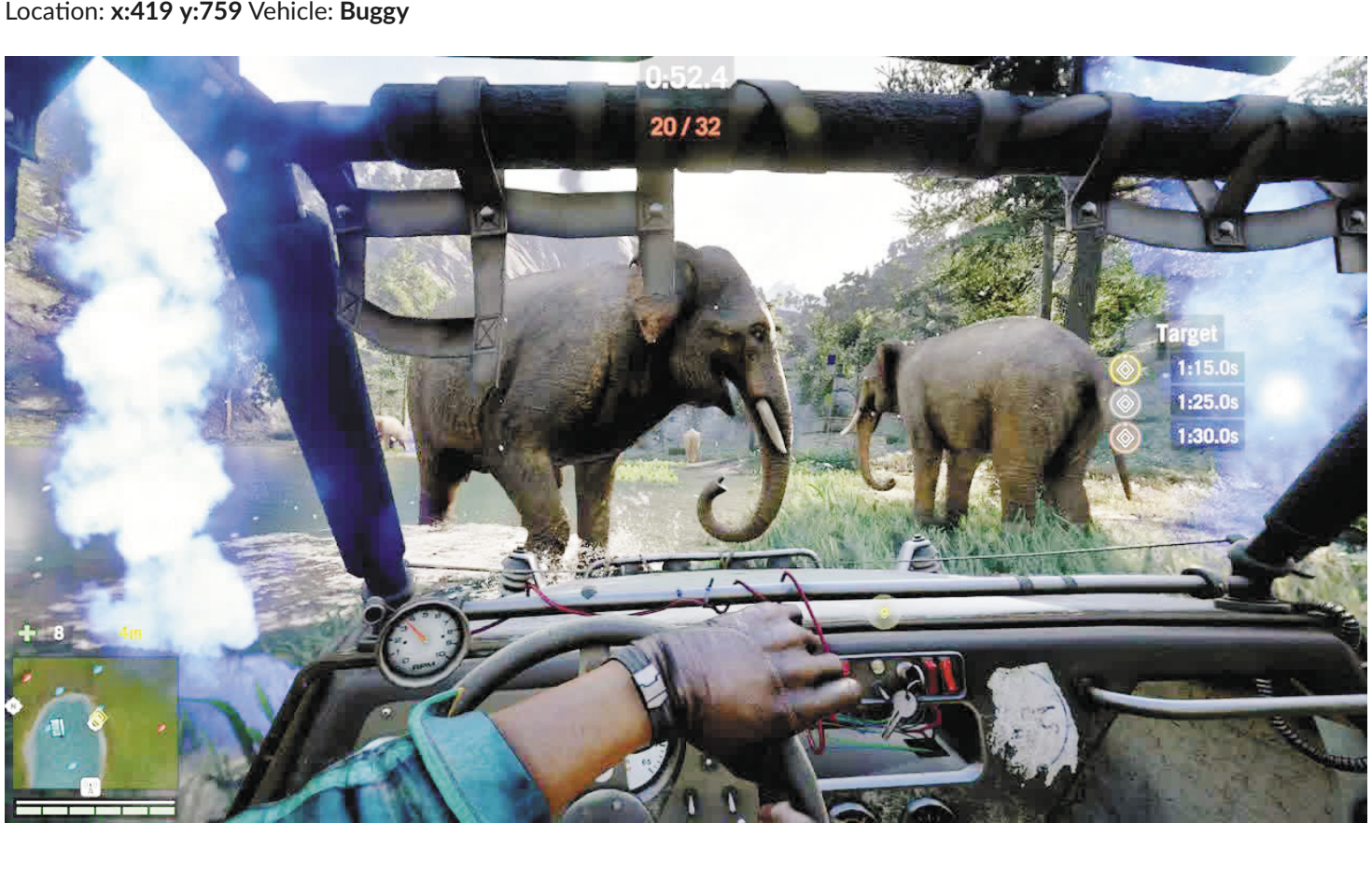
Location: **x:809 y:659** Vehicle: **Quad**



This can be one of the easier runs you encounter, and it can be one of the toughest. The big obstacle here is a fairly steady barrage of oncoming traffic, usually other ATVs. If they come between the gates, you have no worries. Closer to the gates, you might have to wiggle a bit.

KEO LOGGING CAMP

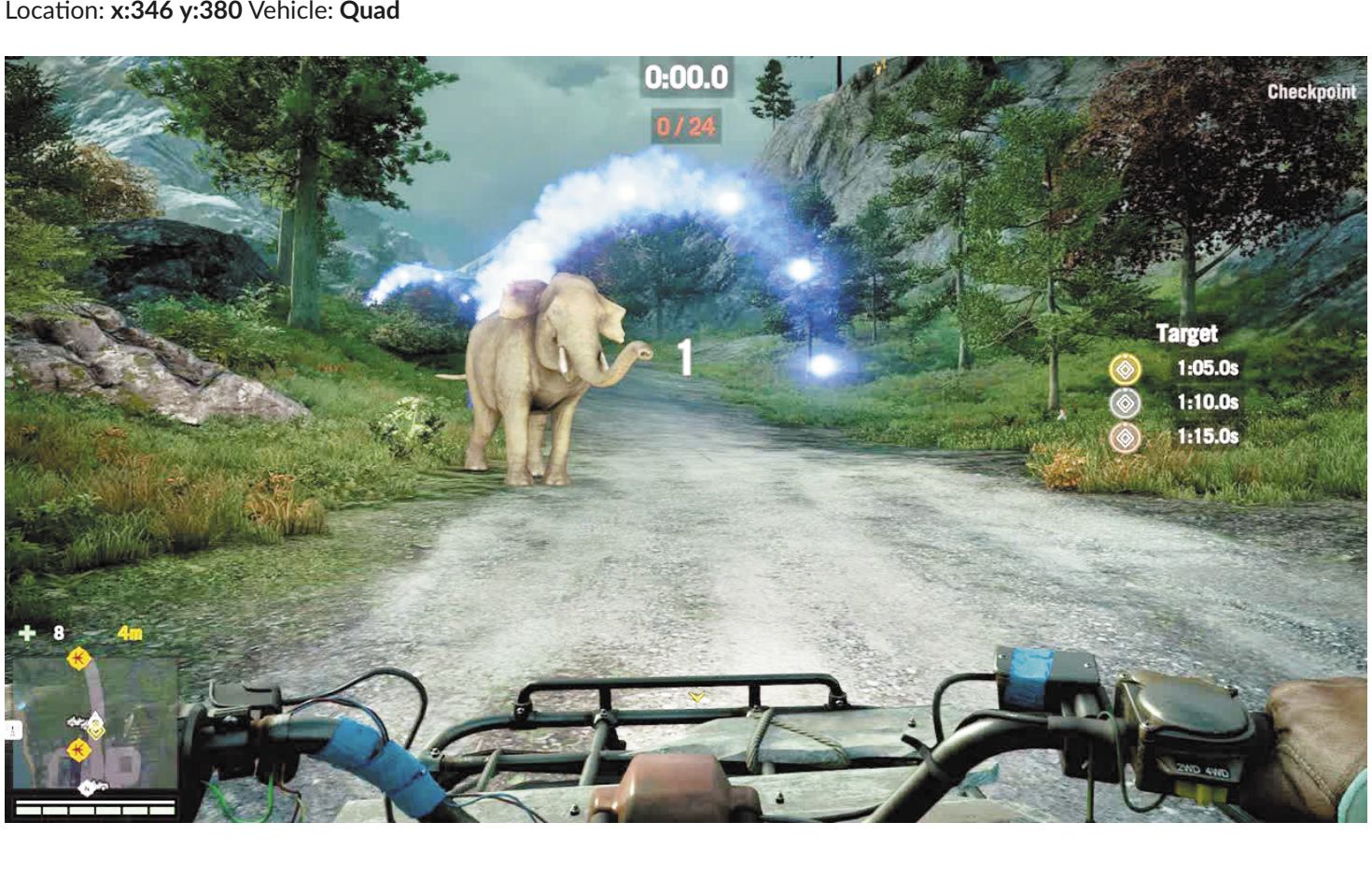
Location: **x:419 y:759** Vehicle: **Buggy**



The pickup on your right may pull into your path just as you take off, so watch for it, then weave between the log piles and pedestrians as you shoot through the first few gates. The terrain on this course can throw you off course, so be extra careful when landing the jumps after gates 6 and 14, and watch the tree after 16 and the bouncy terrain between 17 and 20—which, incidentally, leads right into the herd of elephants between 20 and 22. Finally, expect to have to dodge a scavenger around gate 28.

KYRA TEA WEIGH STATION

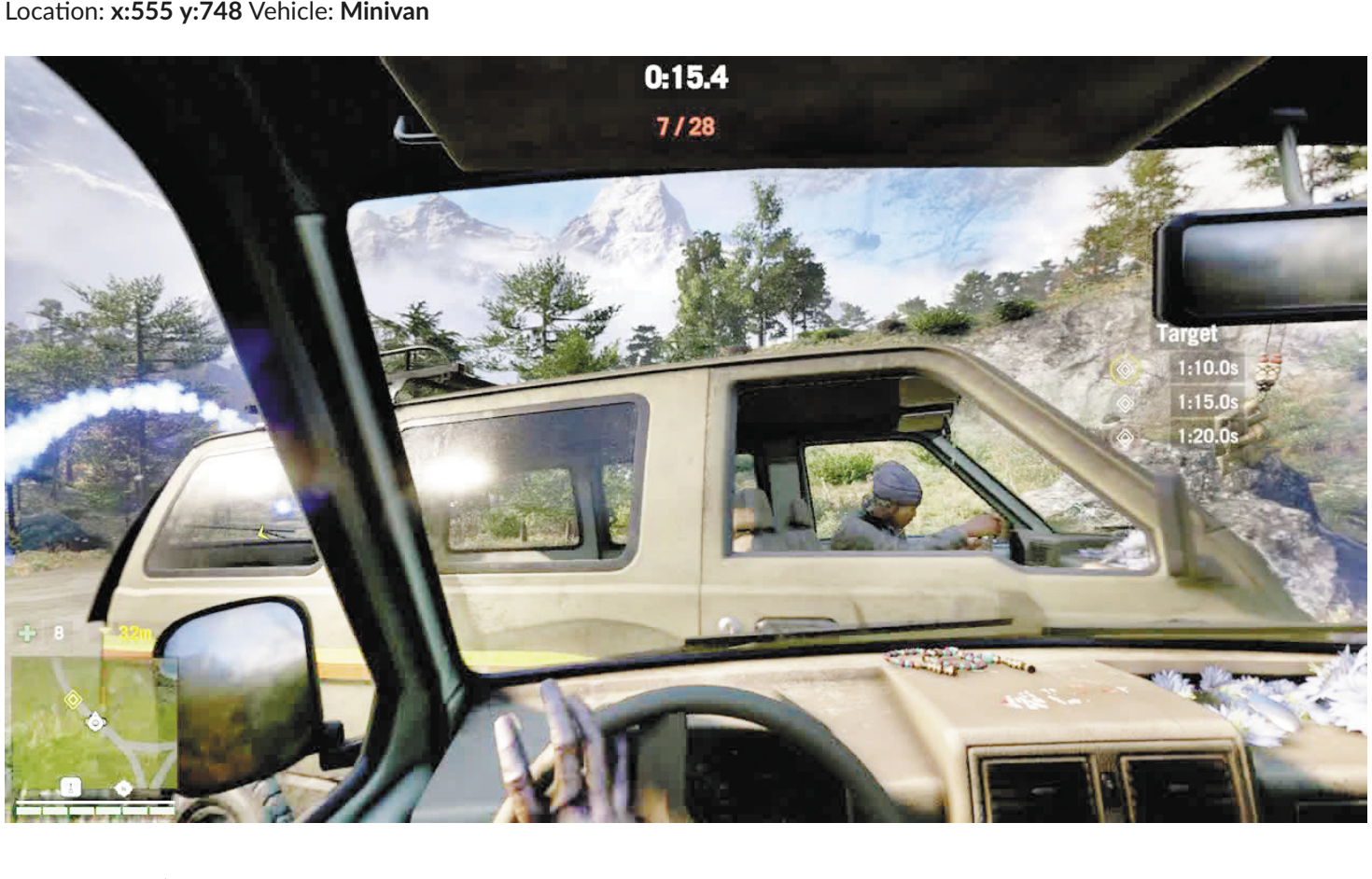
Location: **x:346 y:380** Vehicle: **Quad**



The biggest obstacles here are elephants and a rhino, which love to wander the first half of the route. Other than that, just watch for the trees at gate 9, the boulder at 11, oncoming traffic anytime you're on pavement, and the pedestrians clogging the last few gates.

POKHARI GHARA

Location: **x:555 y:748** Vehicle: **Minivan**

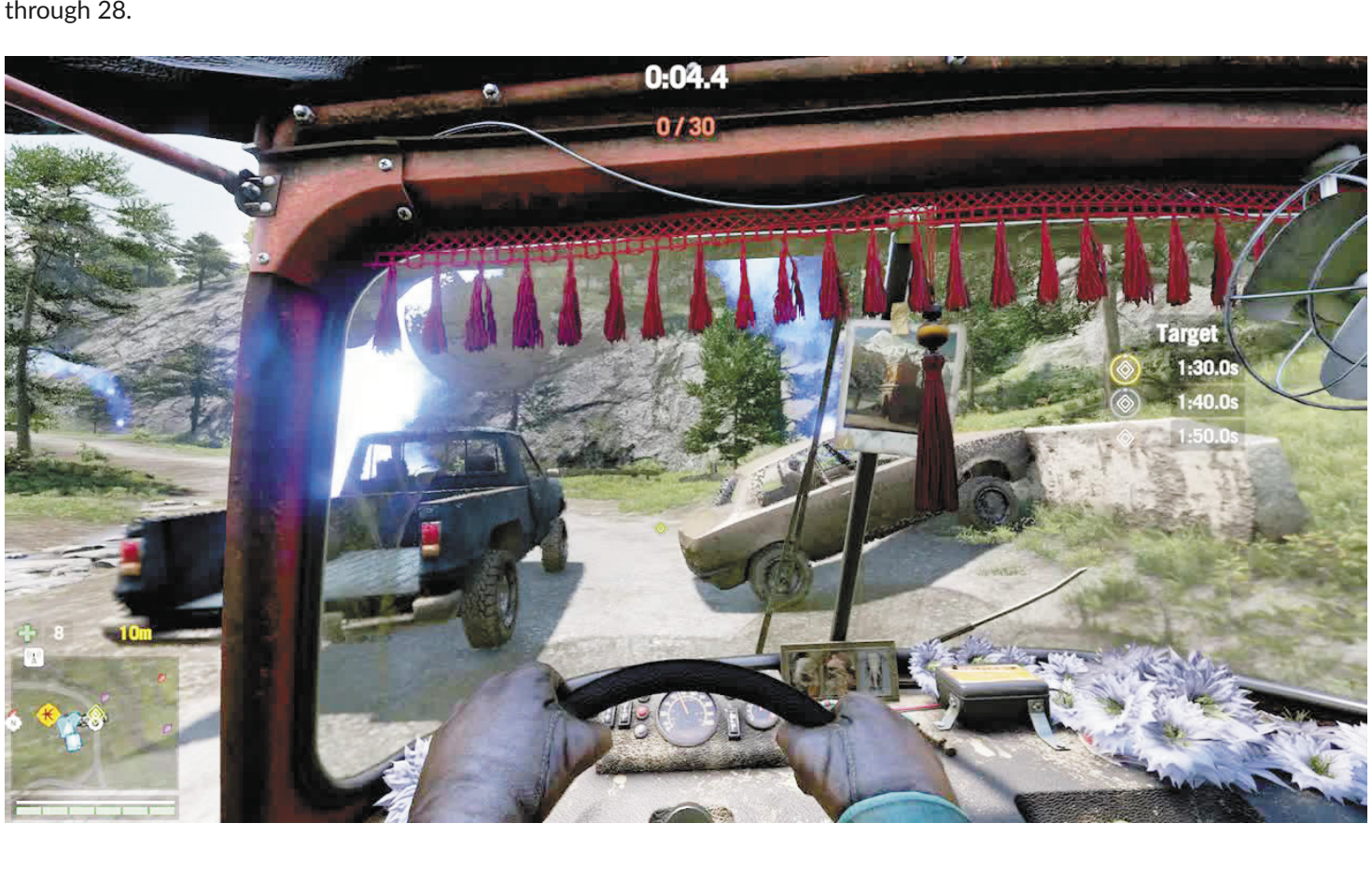


Though it won't win any drag races, the minivan is a remarkably stable vehicle, even off-road. Therefore, all you have to do to win gold in this race is keep the van pointed toward the blue rings and dodge any oncoming traffic—which tends to be more vans.

ROCHAN BRICK CO. STORAGE

Location: **x:437 y:541** Vehicle: **Tuk Tuk**

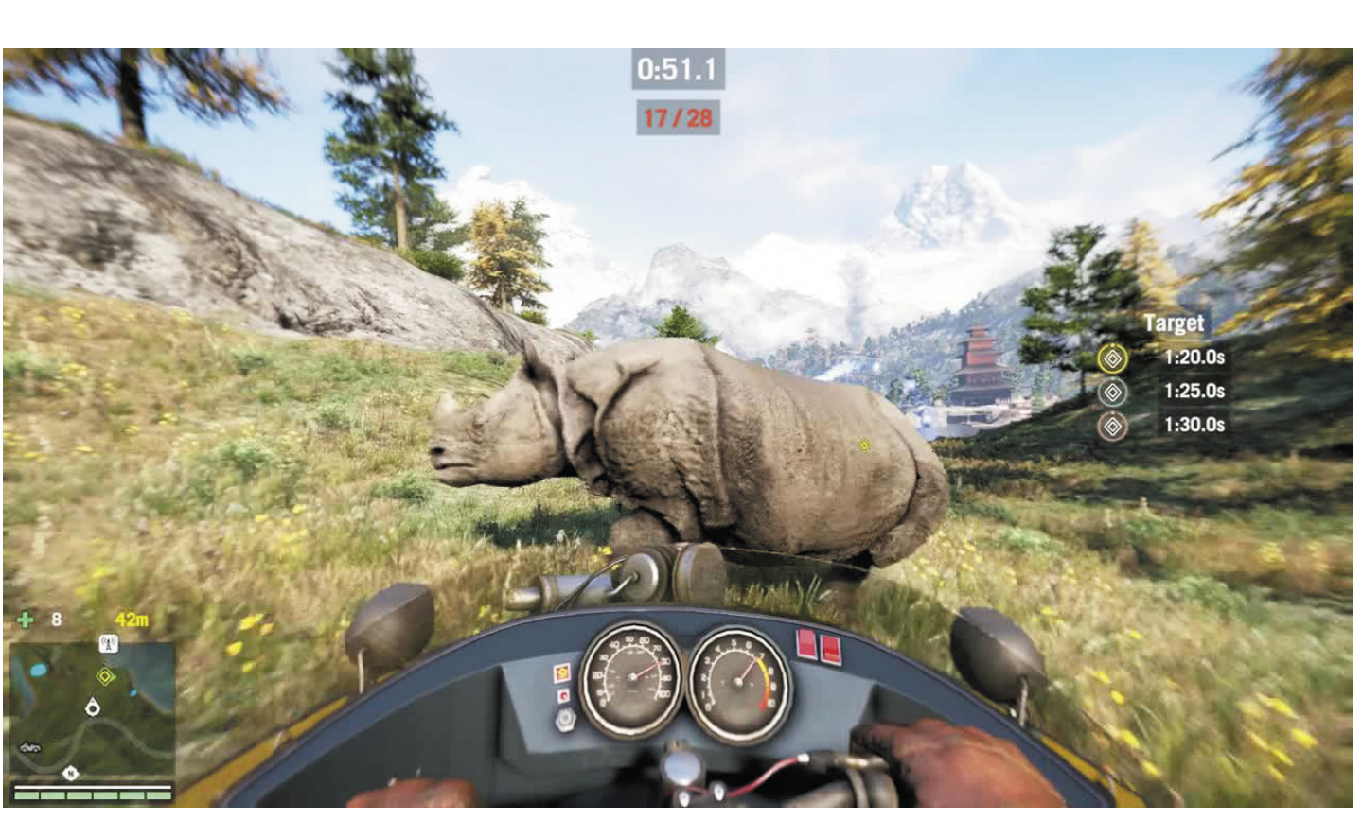
Zippy as it is, the Tuk Tuk is also a little top-heavy, so be careful you don't let it topple out of control in the rare times this course takes you off-road. However, it's also much more narrow than a typical car, which comes in handy when you're threading the needle past oncoming traffic, the bears between gates 11 and 14, or the rhinos hanging around gates 26 through 28.

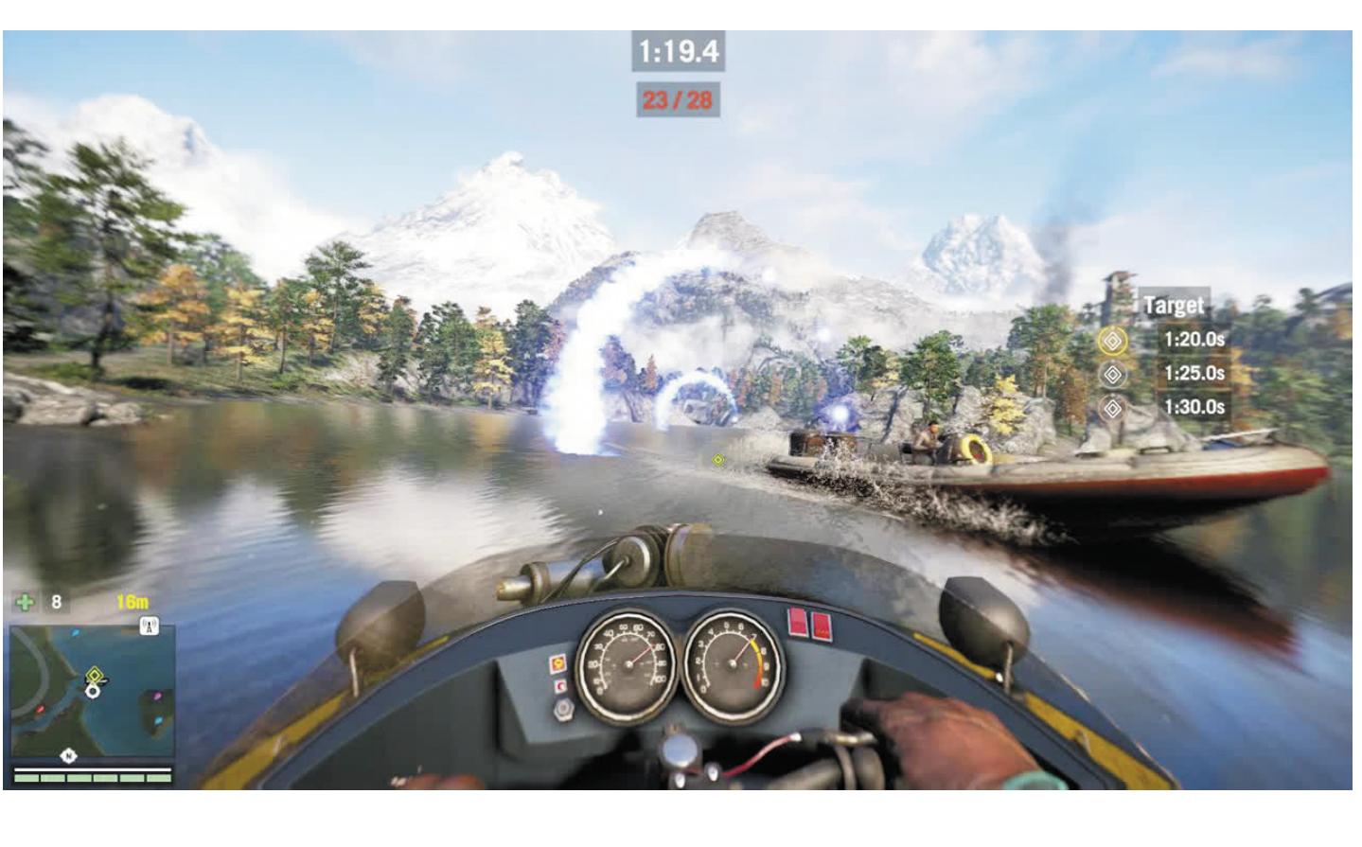


ROYAL GUARD KENNELS

Location: **x:602 y:708** Vehicle: **Hovercraft**

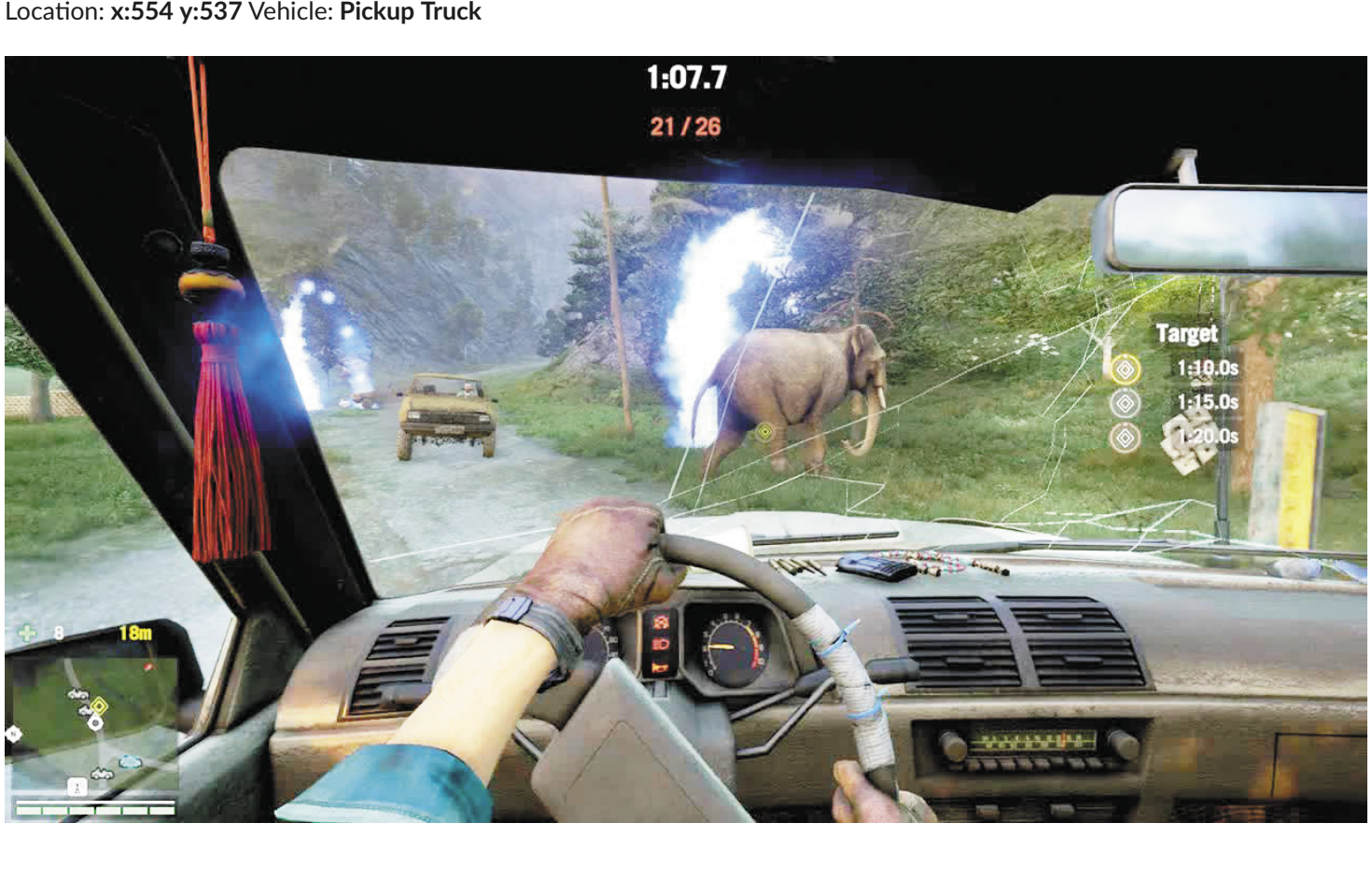
The hovercraft has straight-line speed, but average acceleration and cornering. So try to keep your lines straight in this one, even through the bears between gates 4 and 7, the yaks at 10, and whatever the game throws in front of you at 17.





ROYAL RAKSI BREWERY

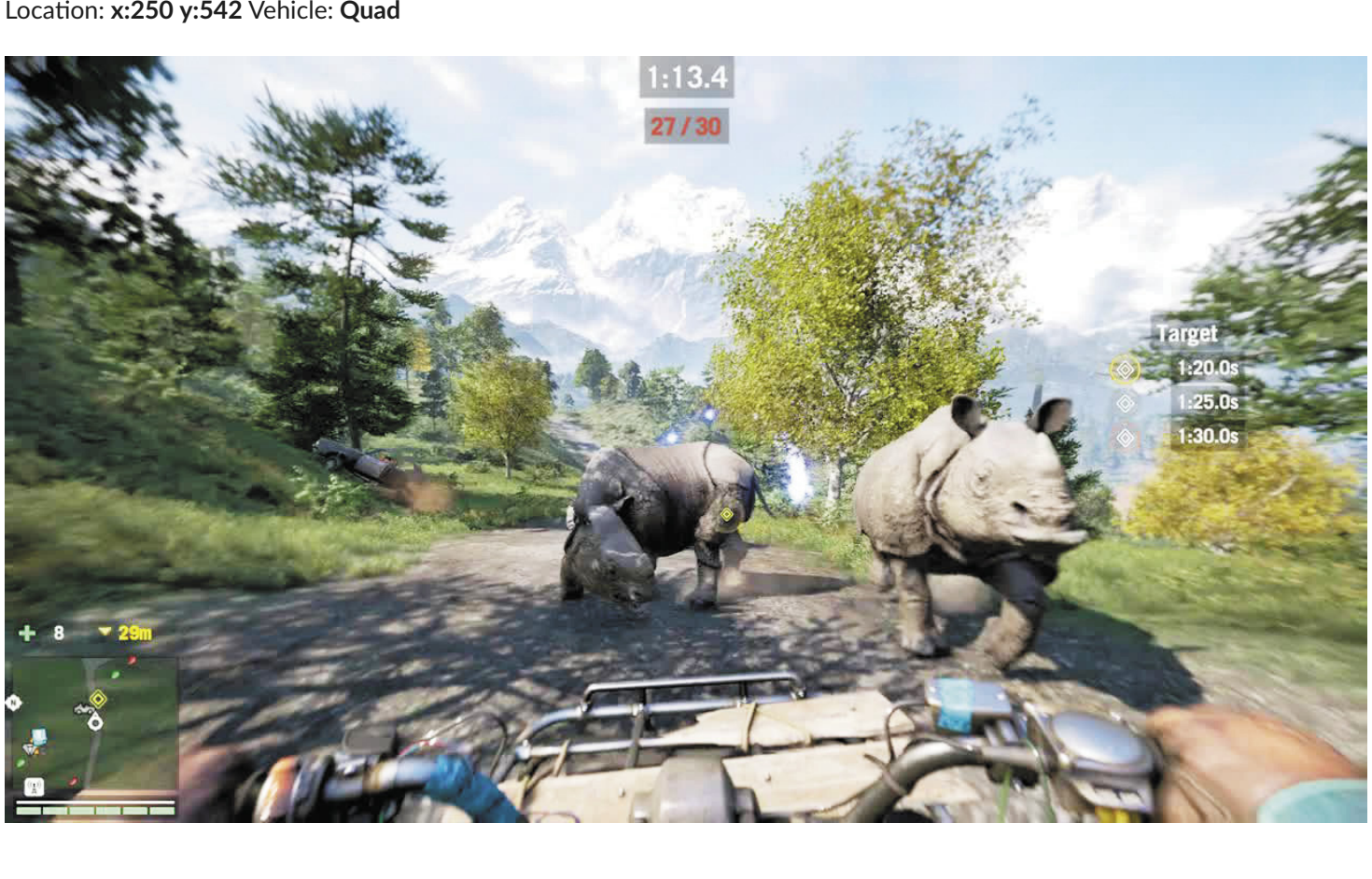
Location: **x:554 y:537** Vehicle: **Pickup Truck**



This one starts off a simple road race, but quickly veers off road and into Crazytown. The trees alone would be a challenge, but you also need to watch for elephants between gates 6 and 9, boulders in the stream after 7, the super-evil pole at 12, picnickers and bears around 15-18, and another elephant at 21. Moreover, any time you cross a road, just plan on dodging a head-on charge from another pickup.

SHANATH TRAINING GROUND

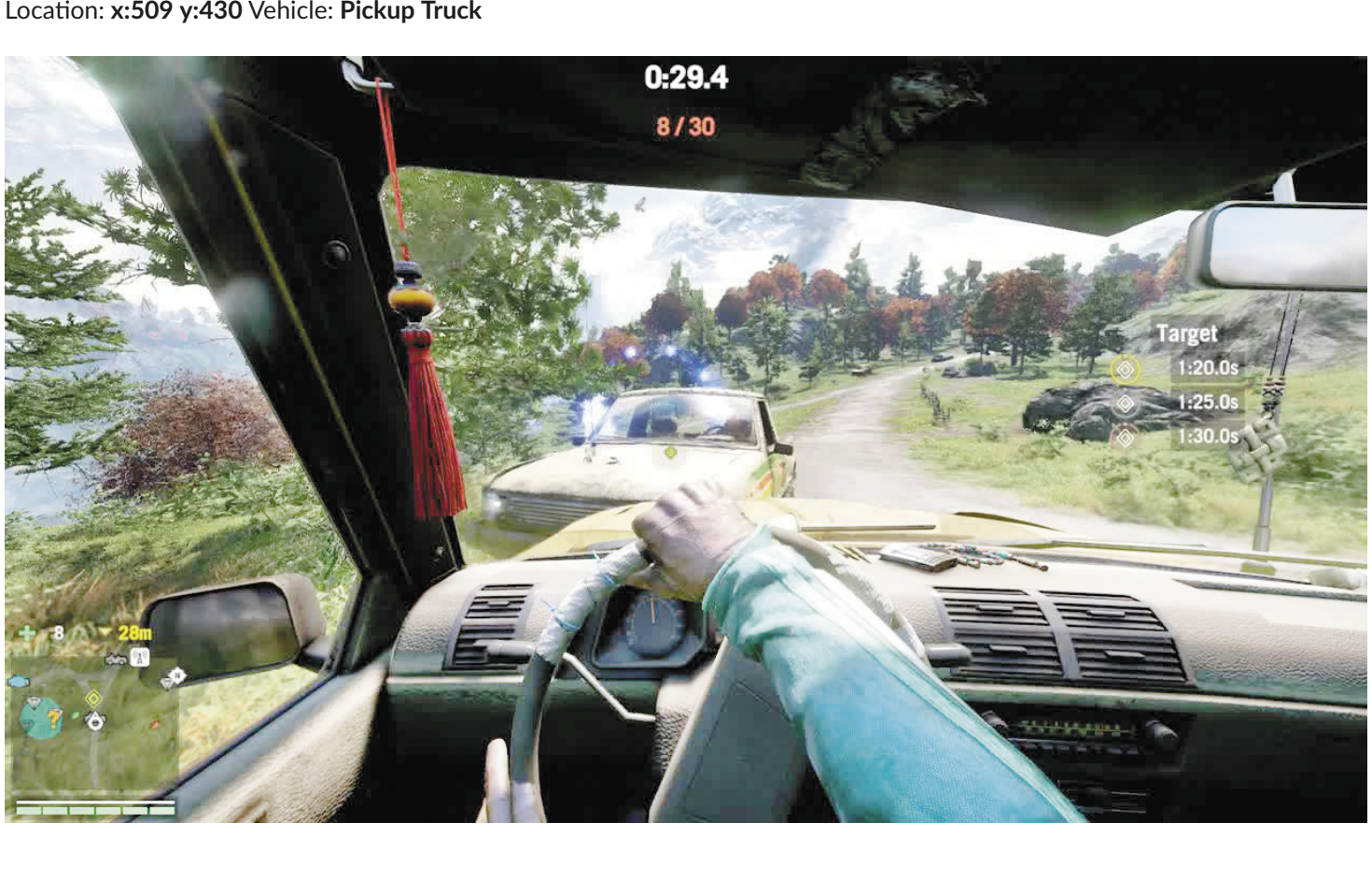
Location: **x:250 y:542** Vehicle: **Quad**



As long as you keep your nose pointed straight, you should have good luck on this run, which places bear at 16 through 18, a serious jump at 21, and car-flipping rhinos at 27.

VARSHAKOT

Location: **x:509 y:430** Vehicle: **Pickup Truck**



One of the simpler runs. You may have to swerve around an elephant near 5 or the rhino near 26, but the biggest threat is the oncoming truck coming around the blind curve near 7. Dodge that, and you're pretty much home free.

SURVIVAL

Survival is similar to Racing, but with three significant differences:

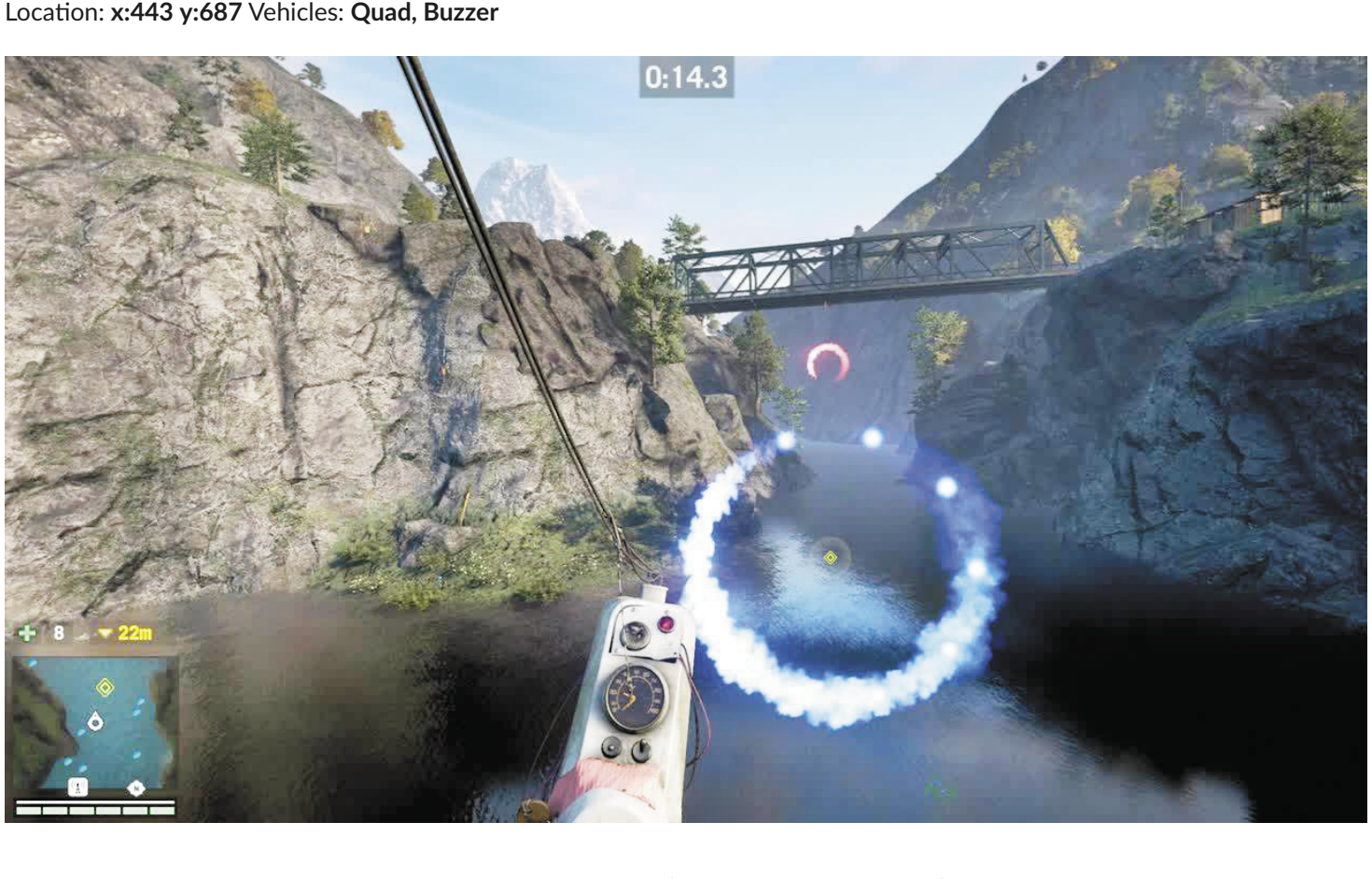
1. The race timer counts down instead of up. Each checkpoint you hit earns you another five seconds.

2. Certain checkpoints require you to change vehicles, going from truck to hovercraft, van to buzzer, and so on.

3. Enemies love to camp the race route. Particularly the vehicle switch points.

BARNALI'S TEXTURES

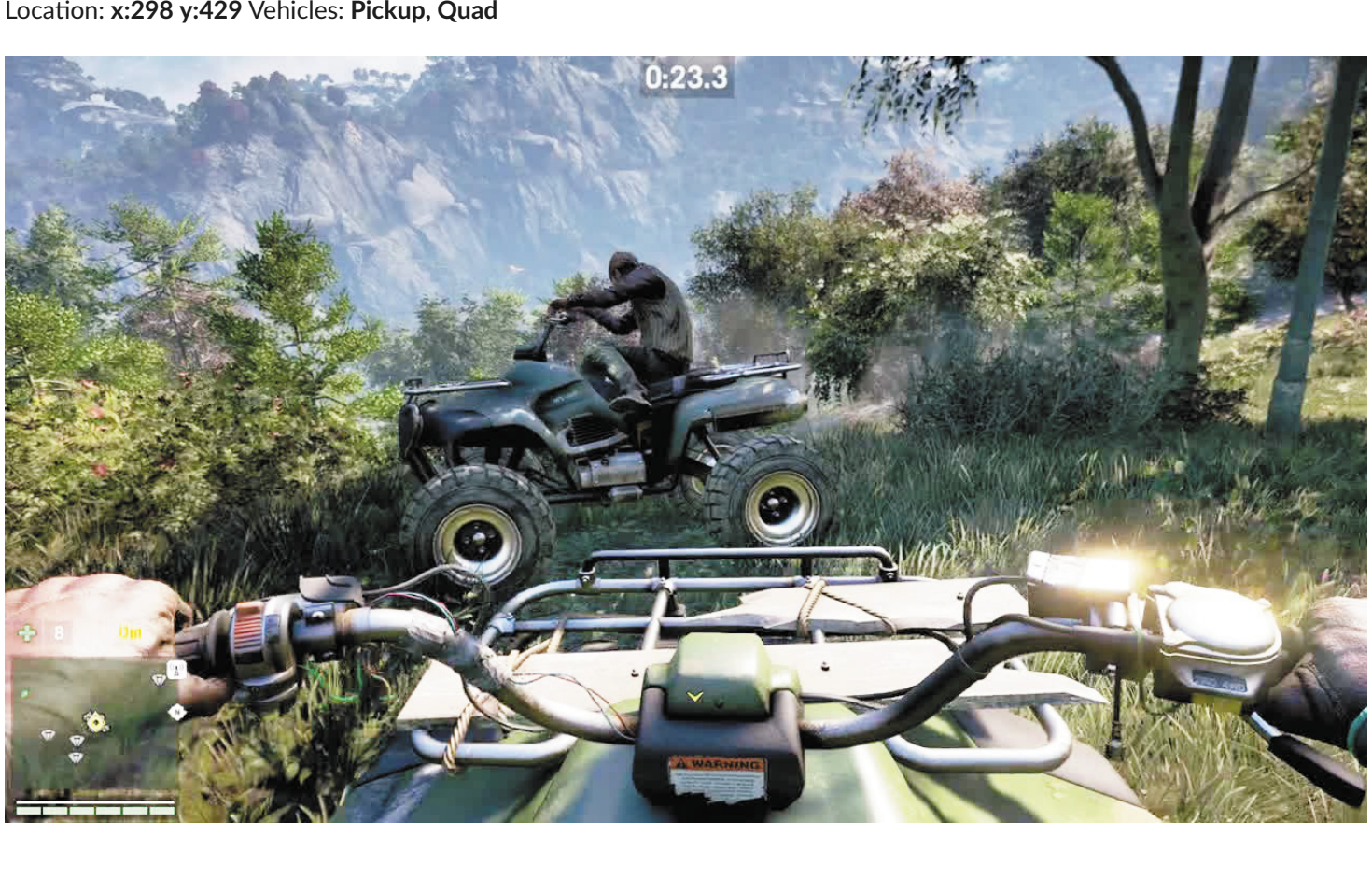
Location: **x:443 y:687** Vehicles: **Quad, Buzzer**



For once, the grenade launcher makes a lousy sidearm—there's too great a chance you'll blow up your buzzer at the switch point. Grab something with stopping power, like the cannon or the 87, and saddle up. The terrain and elephants are no sweat, but hug the left after you pass the pair of soldiers, because the next two checkpoints are high on a narrow ridge, and you'll lose a ton of time if you fall to the right and have to come back. When you reach the buzzer, take the guard out fast or ignore him—you don't have time to waste getting into a drawn-out gunfight.

KHILANA BAZAAR

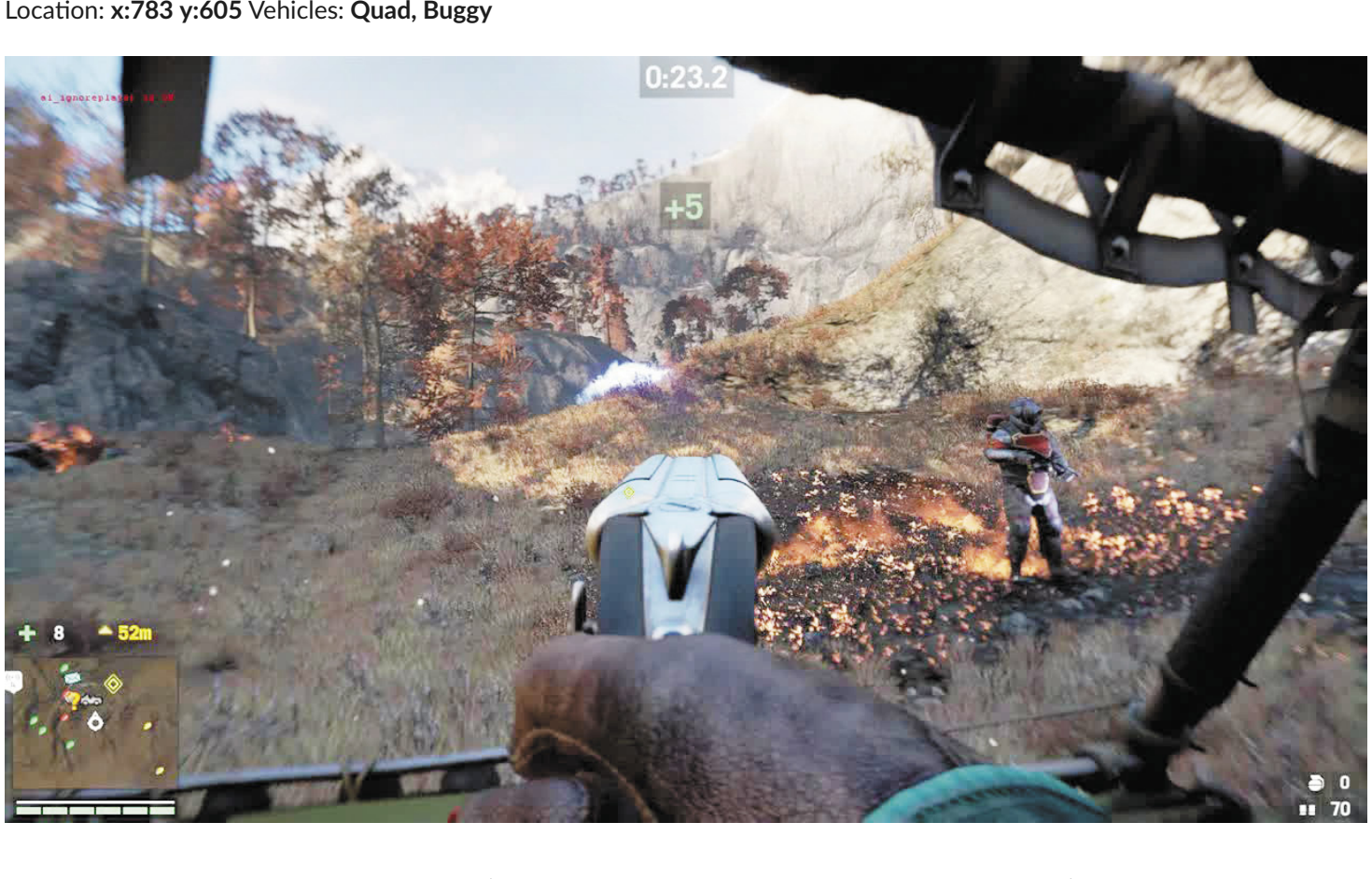
Location: **x:298 y:429** Vehicles: **Pickup, Quad**



One of the earliest and easiest survival courses. Your biggest danger on this route is running right over the quad waiting for you at the switch point. Master that exchange by braking or bailing out (and avoiding the fellow off-roader who chooses that exact moment to drive in front of you), and it's a simple thing to dodge the elephants and traffic to reach a sharp left turn and the red ring.

LHUMTSE BARRACKS

Location: **x:783 y:605** Vehicles: **Quad, Buggy**

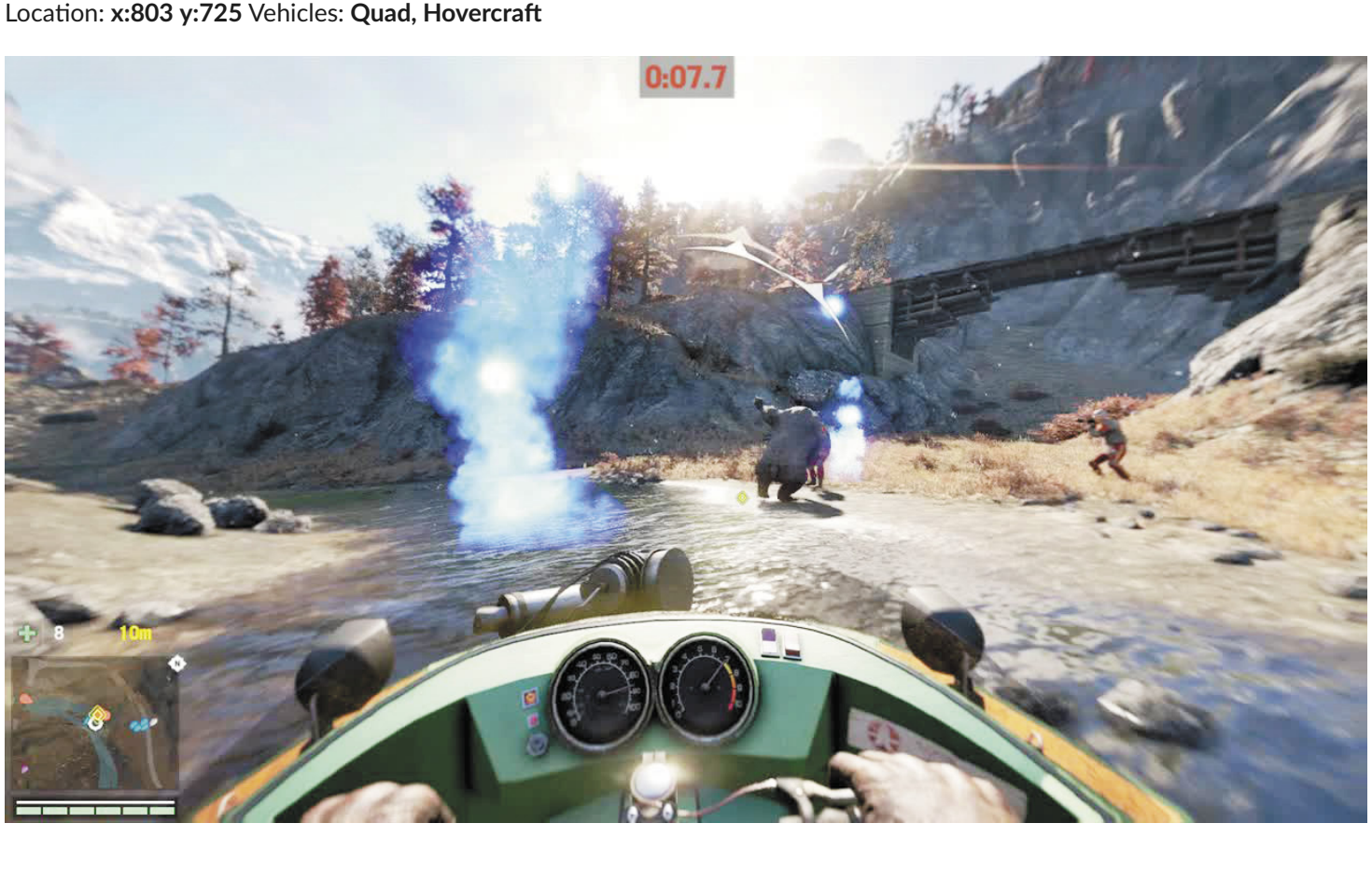


This run is relatively obstacle-free if you don't count the soldiers along the track. And you shouldn't count them, because you can zoom right past all but the lone assaulter guarding the vehicle switch point. You think heavies are slow when you're on foot? When you're behind the wheel, they might as well be trees.

Incidentally, if you want to swap your quad for one of the enemy vehicles you pass, you can. But the quad is faster on this terrain.

NAMBOCHE MONASTERY

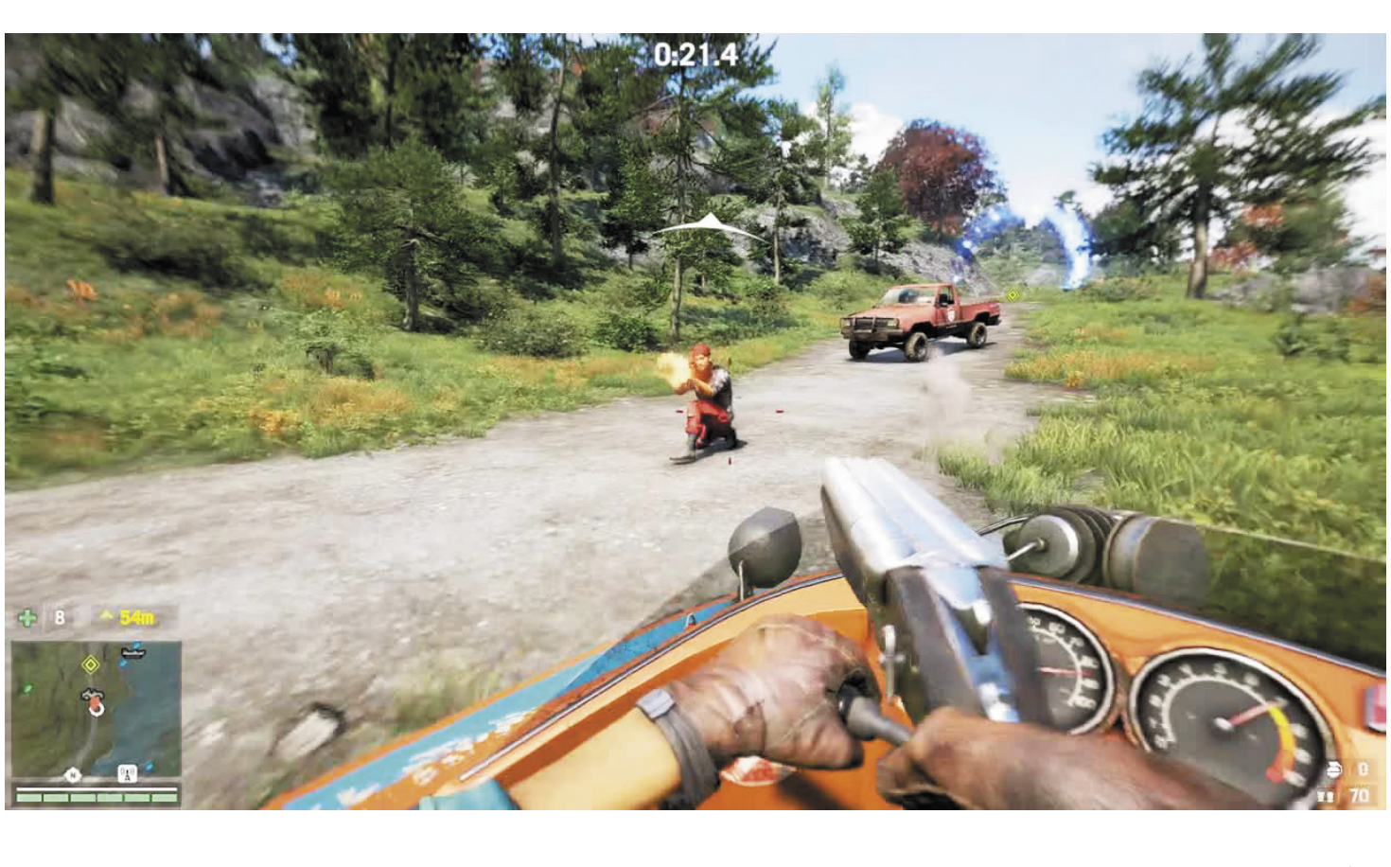
Location: **x:803 y:725** Vehicles: **Quad, Hovercraft**



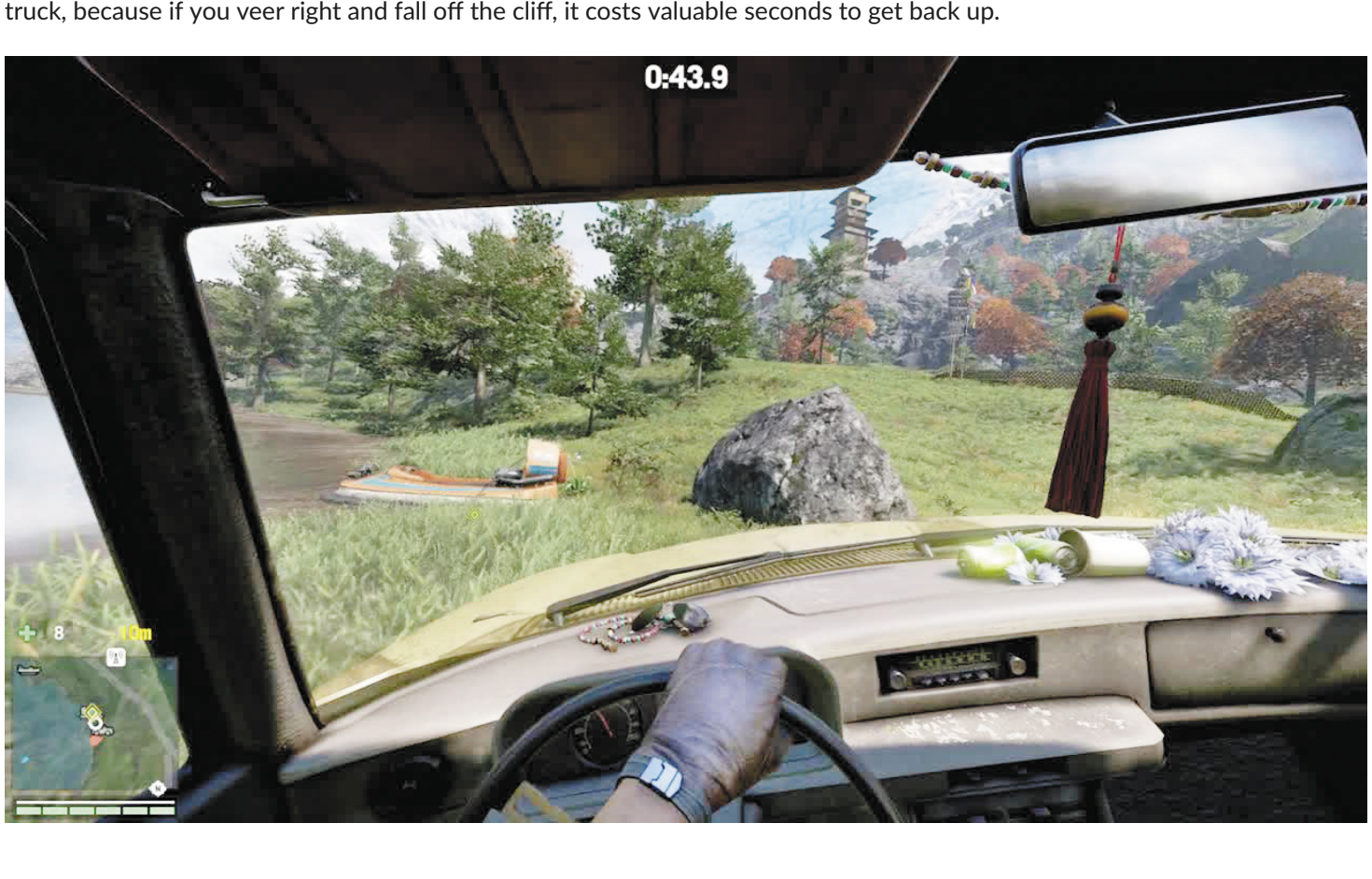
One of the more challenging courses, this run will have you dodging troops, bears, troops fighting bears, and worst of all: boulders. Seriously, it's like they're magnetic icebergs and you're the *Titanic*.

ROCHAN BRICK CO. SHIPPING

Location: **x:394 y:501** Vehicle: **Darrah (car), Hovercraft**

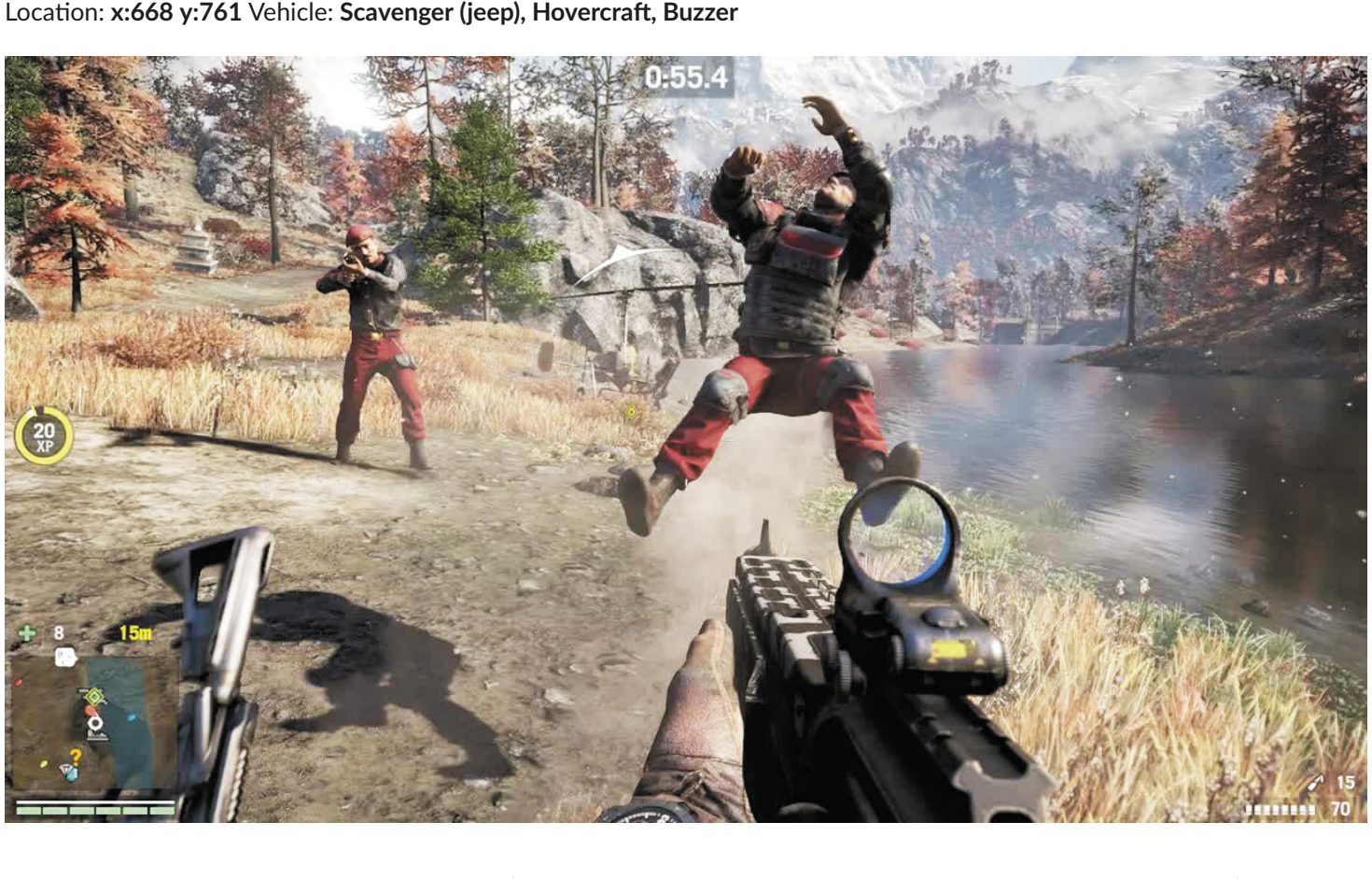


Feel free to slam your car right into the boulder next to the hovercraft at the switch point. Kill the guard if you must, but it's better to ignore him and keep racing. There are a couple tricky rings near the end of this course, as well. After you've hit the water, run over the island, then crossed the water again, go through the first ring on land, then veer right to stay on the road to avoid slamming into the hillside. Then, when you reach the checkpoint guarded by a lone assaulter, veer left around the truck, because if you veer right and fall off the cliff, it costs valuable seconds to get back up.



SAHI JILE CHECKPOINT

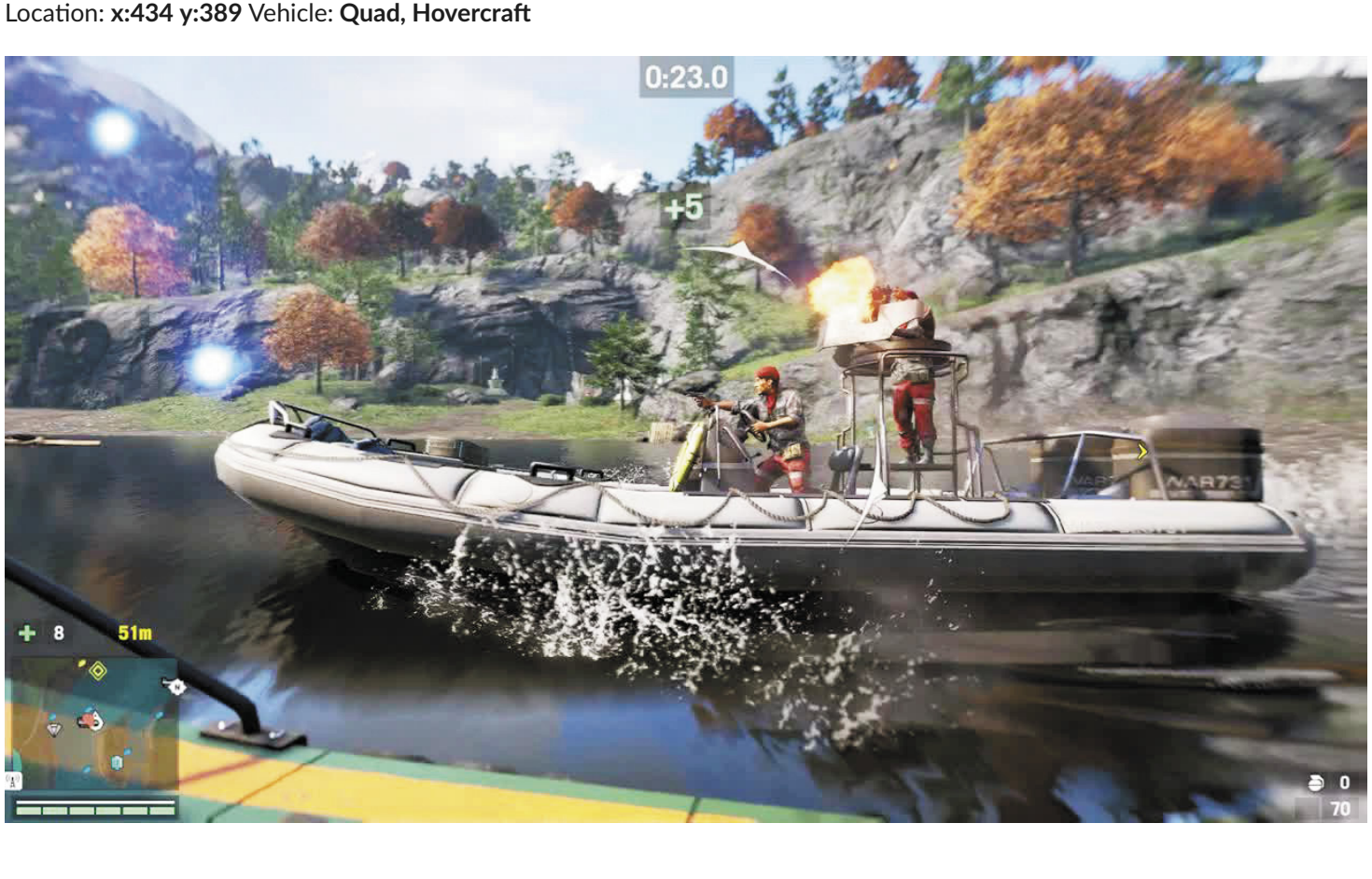
Location: **x:668 y:761** Vehicle: **Scavenger (jeep), Hovercraft, Buzzer**



A long, but not terribly eventful route, this one's all about making your exchanges as quickly as possible. This won't be difficult at the hovercraft switch, which is unguarded, but the buzzer switch point has two royal guardsmen standing watch. Put them down fast.

SEVEN TREASURES ASHRAM

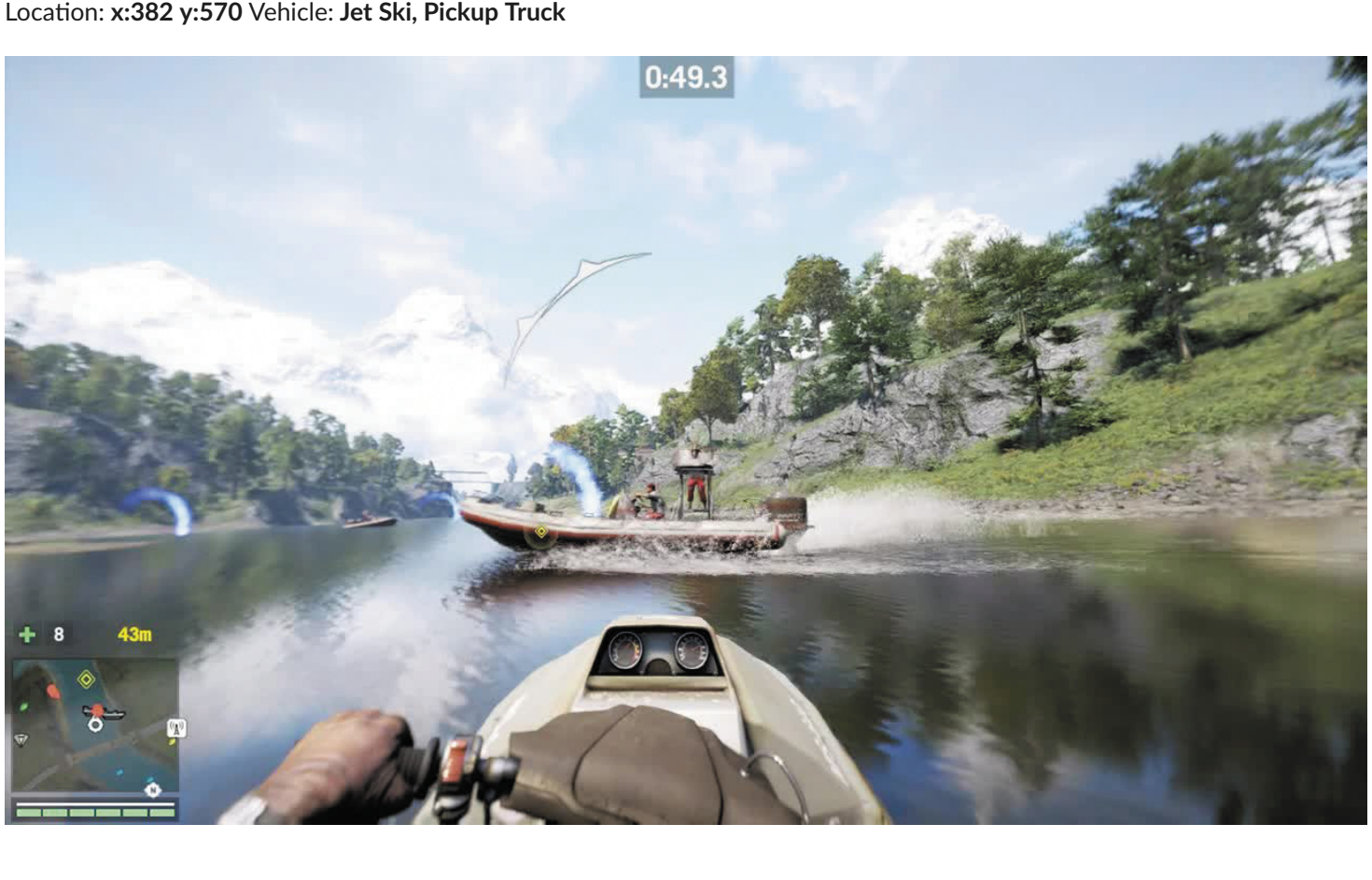
Location: **x:434 y:389** Vehicle: **Quad, Hovercraft**



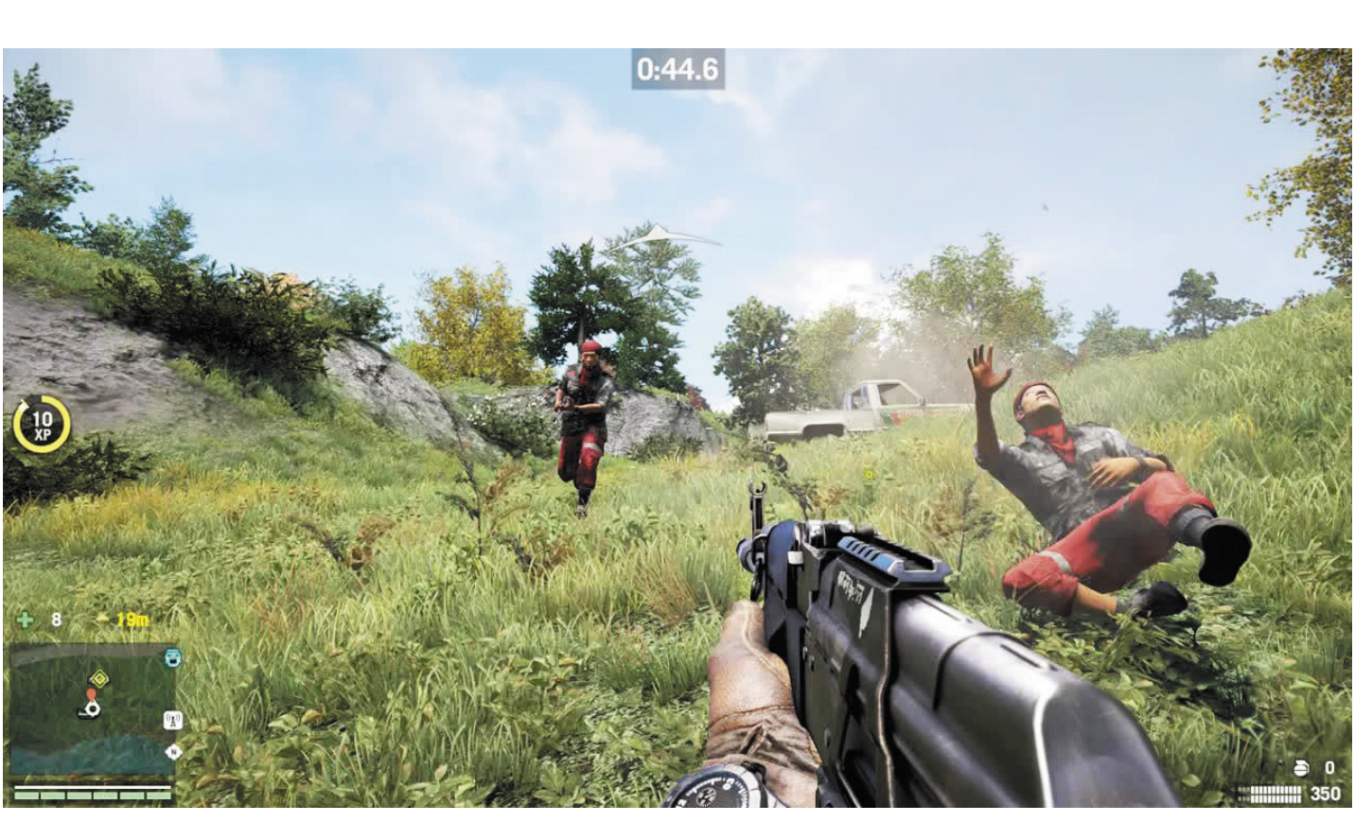
As long as you kill the guard at the switch point quickly and don't get distracted shooting at any other enemies—especially the RHIB that appears shortly after you hit the water—this one's an easy finish.

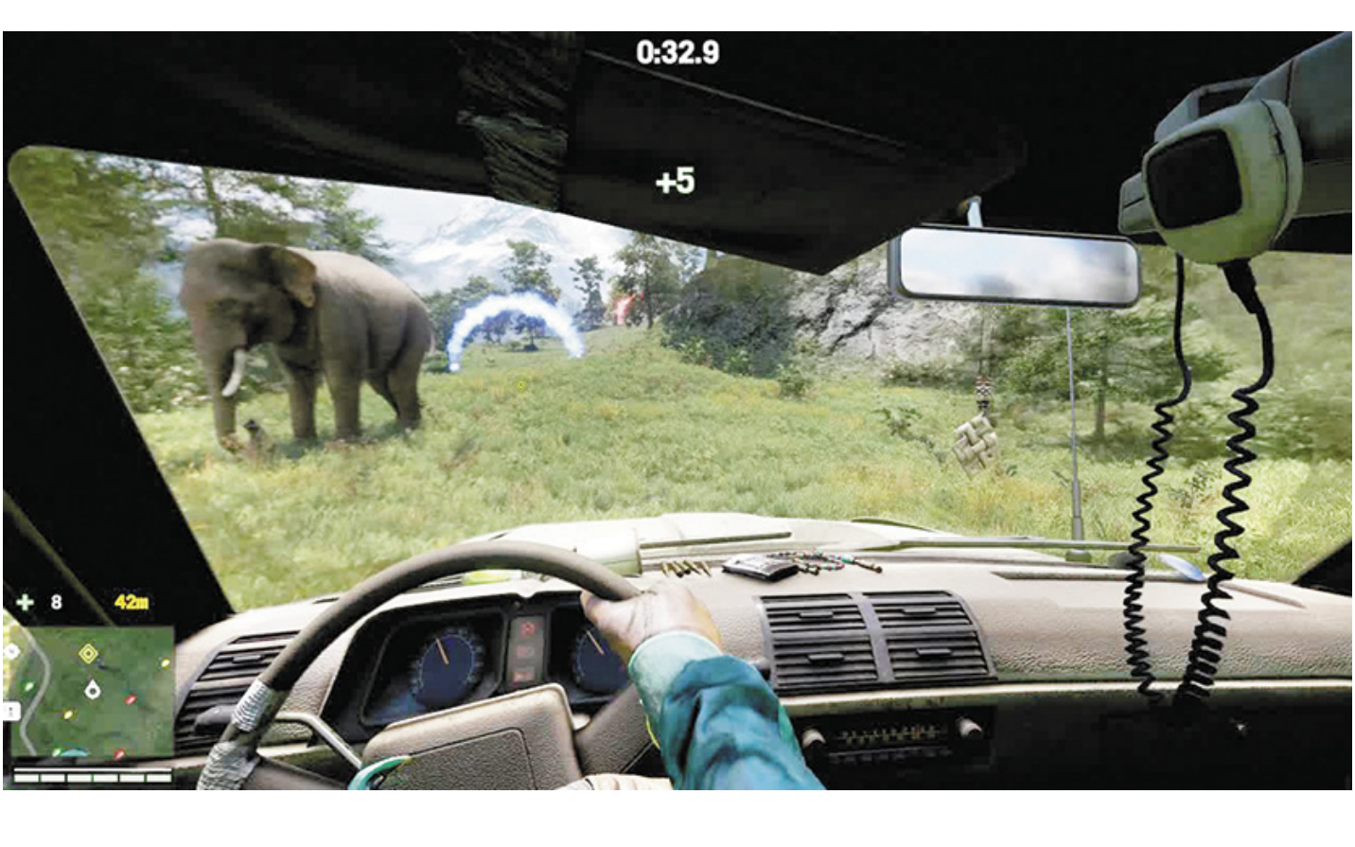
SHANATH BREEDERS

Location: **x:382 y:570** Vehicle: **Jet Ski, Pickup Truck**



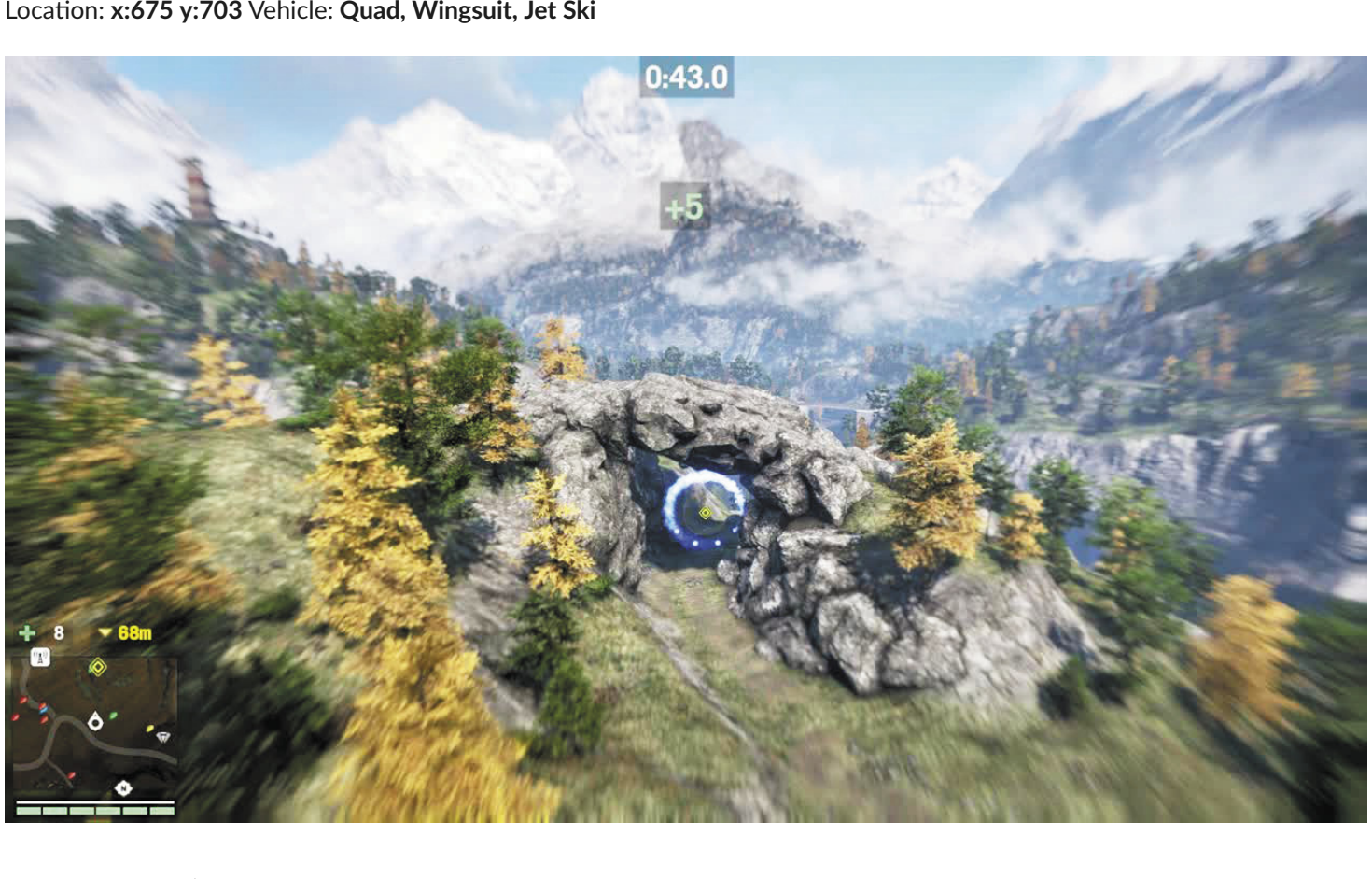
The first 80% of this route is littered with enemies determined to distract you. Do not fall for it. The only two enemies you should even think about engaging are the two guarding the pickup, whom you should hip-shoot right after you've run your jet ski right up the hill toward them. Engaging any other foe will just cost you precious seconds. And you might need those, because that last 20% of the route? Elephants.



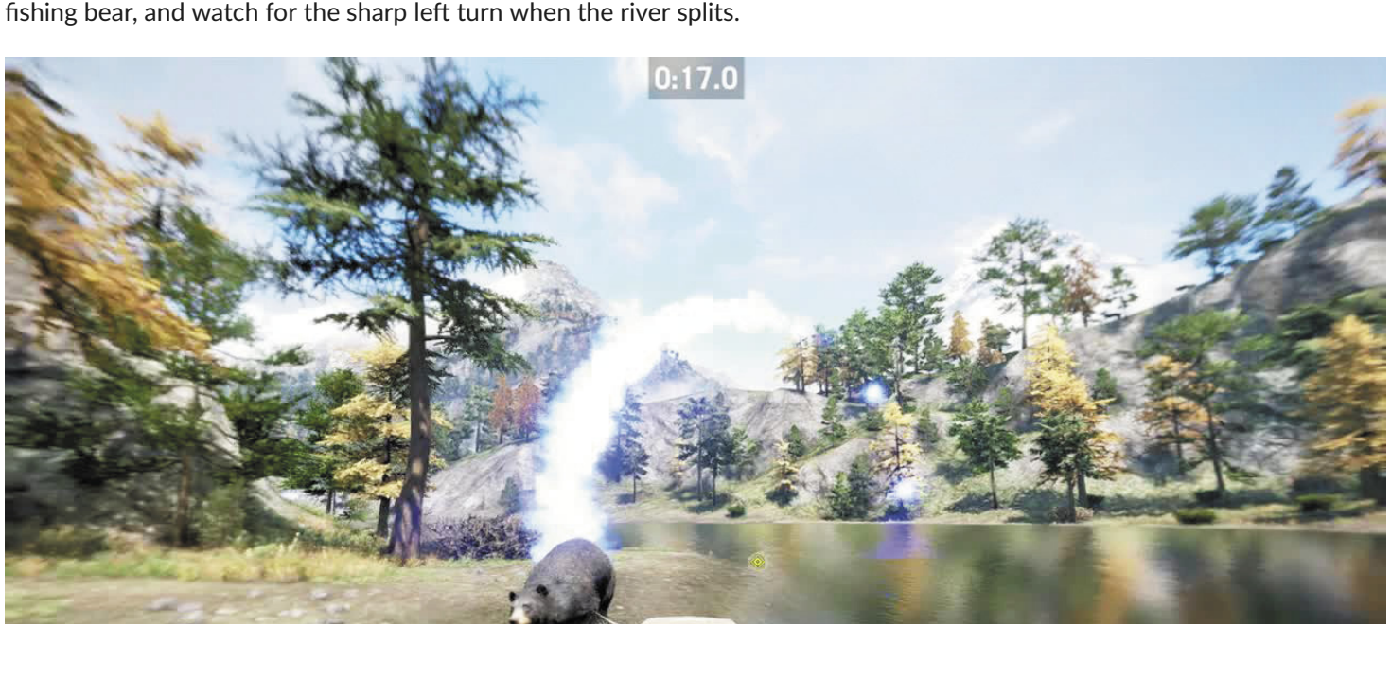


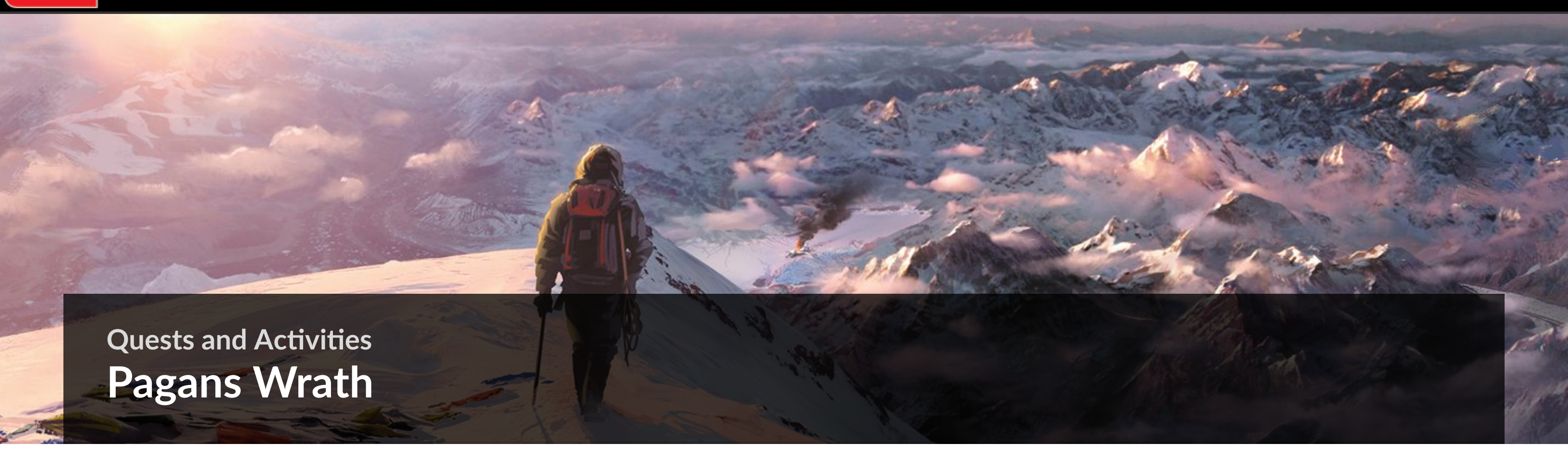
SHIKHARPUR

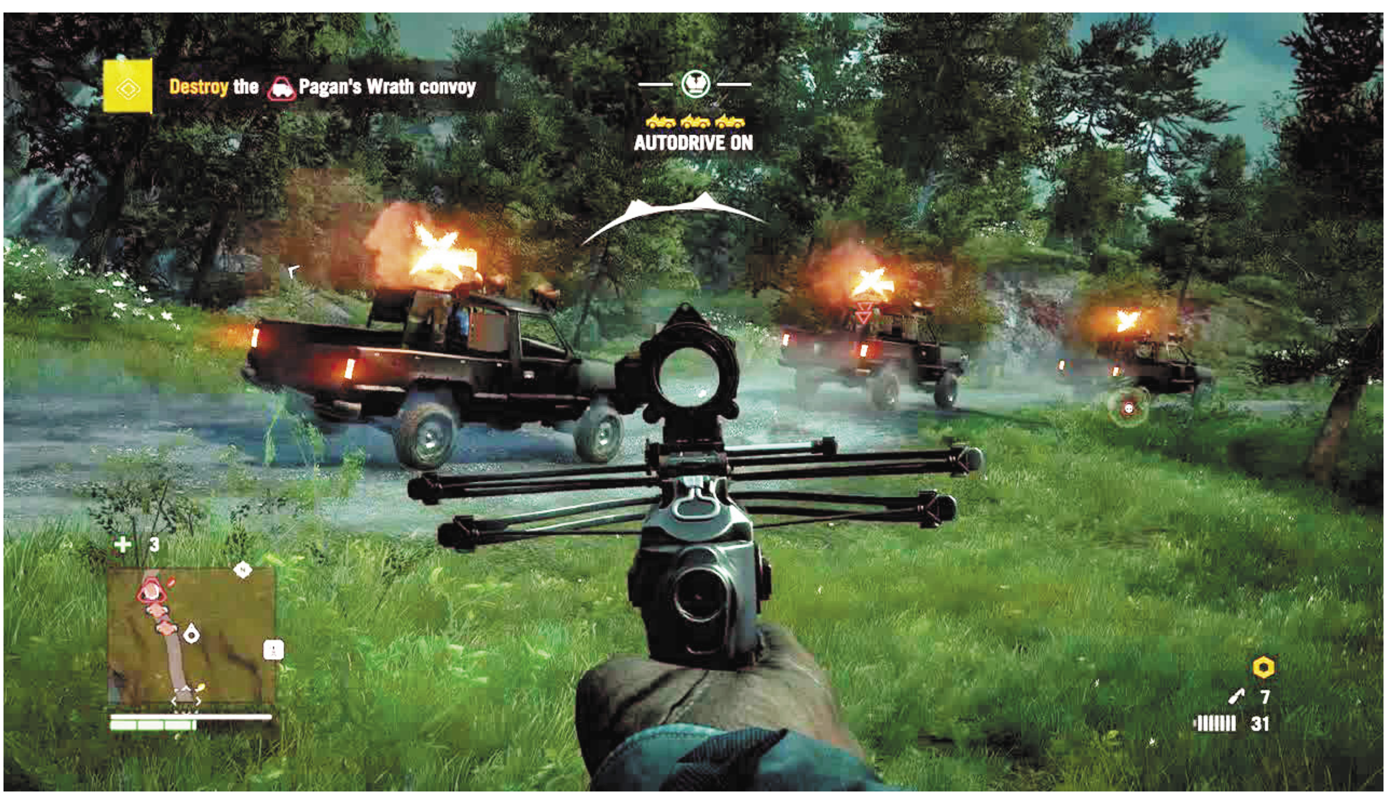
Location: **x:675 y:703** Vehicle: **Quad, Wingsuit, Jet Ski**



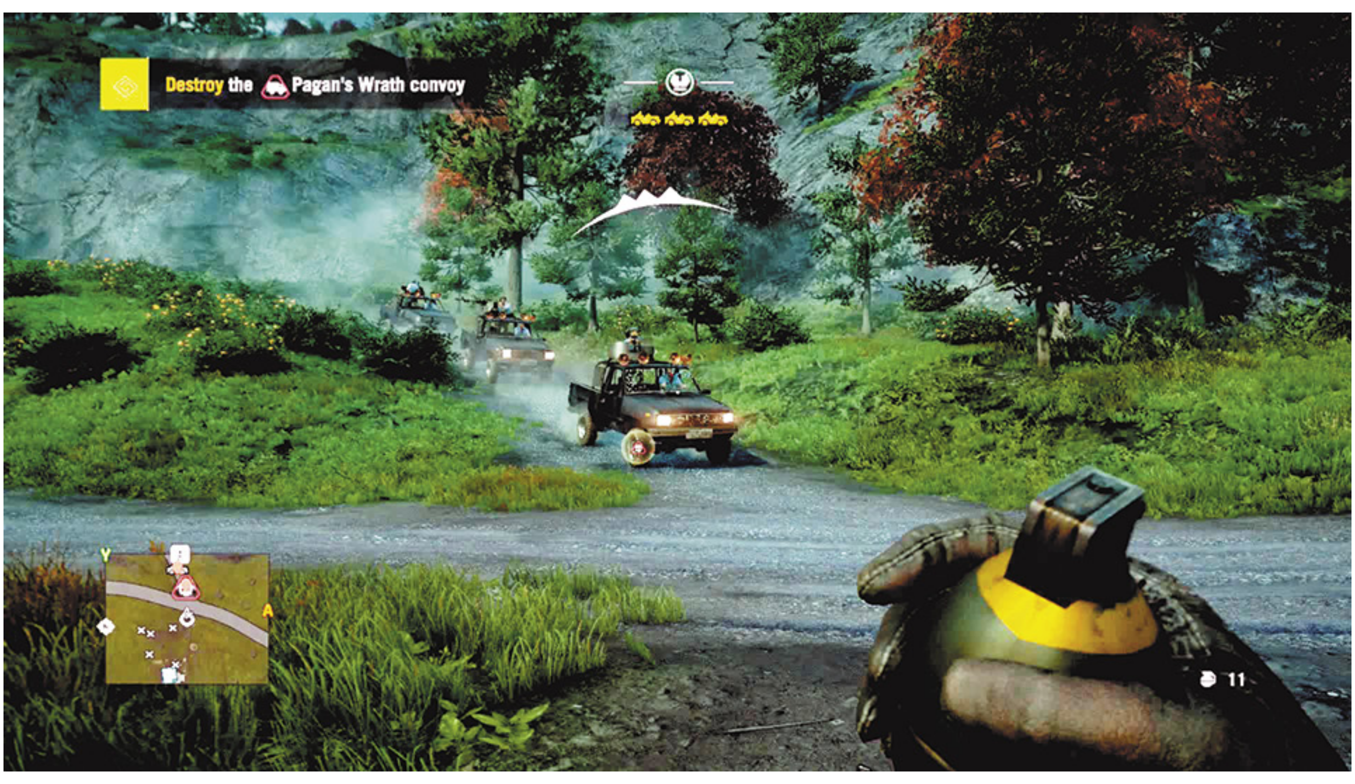
What a rush! You'll start this run on a quad, but it takes exactly three rings before it launches you into the sky and leaves you to fend for yourself. The switch from wingsuit to jet ski can be hazardous thanks to the enemies on shore, so forget the parachute and streak in for a landing as close to the jet ski as possible. After that, just avoid the enemy watercraft, dodge the fishing bear, and watch for the sharp left turn when the river splits.

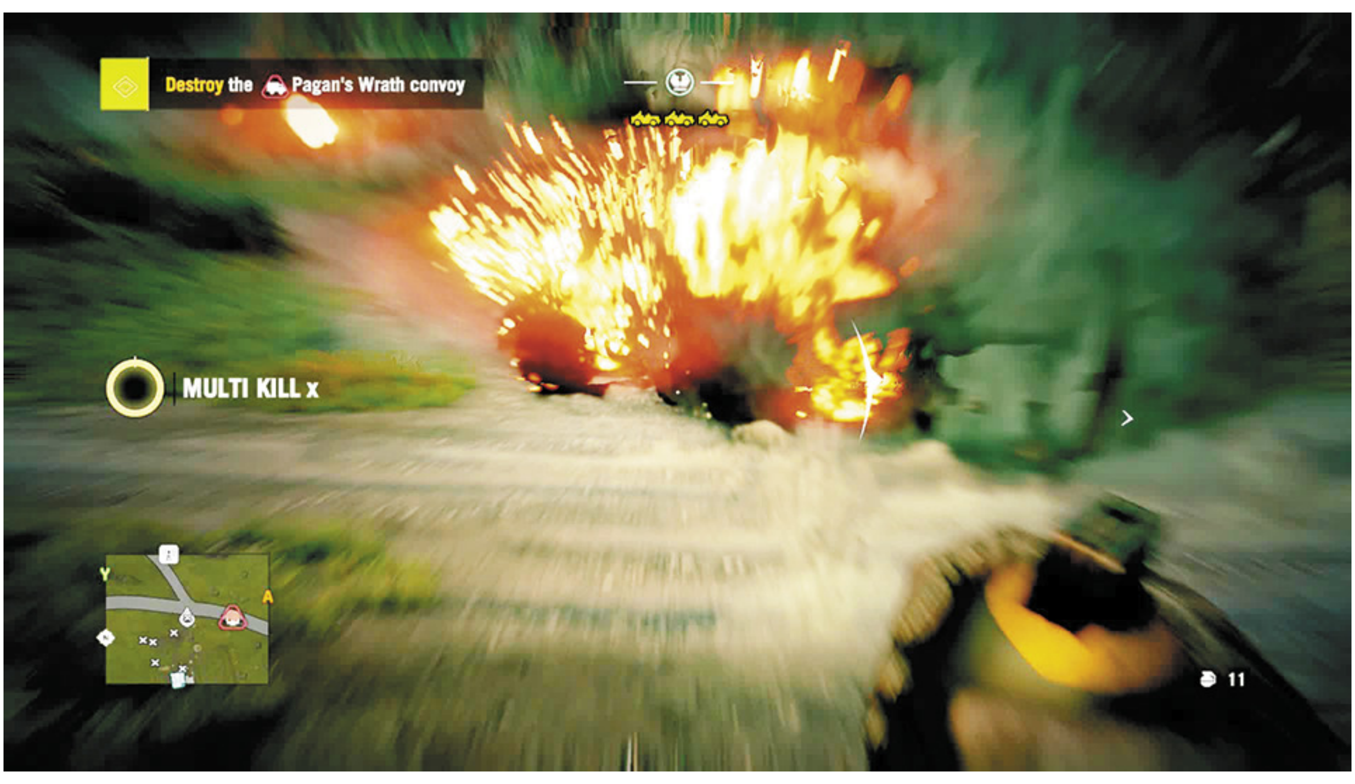





Destroy the Pagan's Wrath convoy
AUTODRIVE ON
3
7
31

Pagan's Wrath quests are all about taking control of the roads by destroying a convoy of three technicals, each fully stocked with drivers, gunners, and guys riding shotgun. They appear spontaneously in "friendly" areas, so you can't trigger them or plan for them. You'll just see a blue hexagon with a skull inside it trolling around the map. That's your cue. Pagan's Wrath quests are totally optional and they don't have any effect on the rest of the game, but they do offer a different gameplay twist, and more money and karma is always a good thing. Besides, when is it not fun to trash a bunch of Pagan's vehicles?





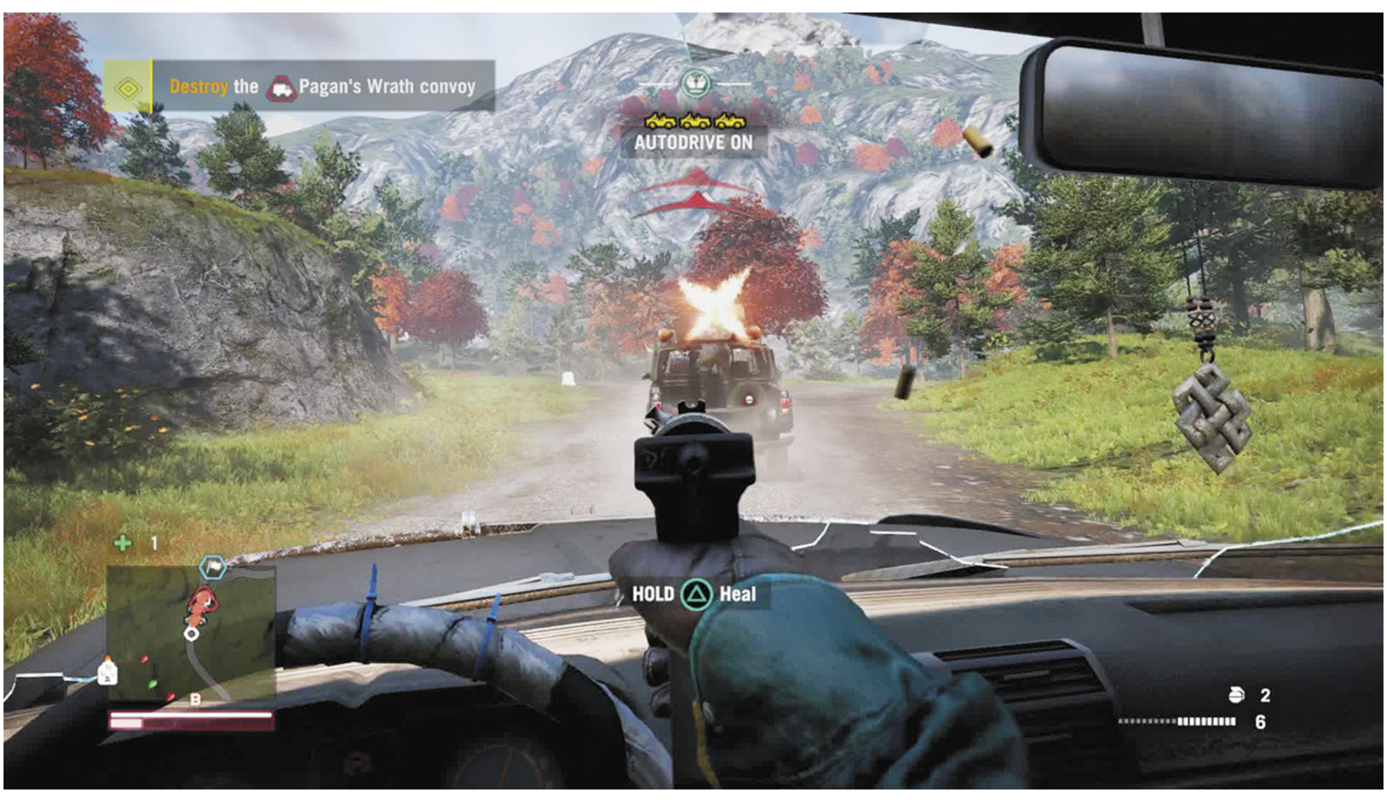
Pagan's Wrath quests are tougher at first than hijacks, but there are so many different ways to do the job, you'll soon find yourself wiping them out with no trouble.

NOTE

You don't actually have to destroy the vehicles. You just have to kill all the soldiers manning them.

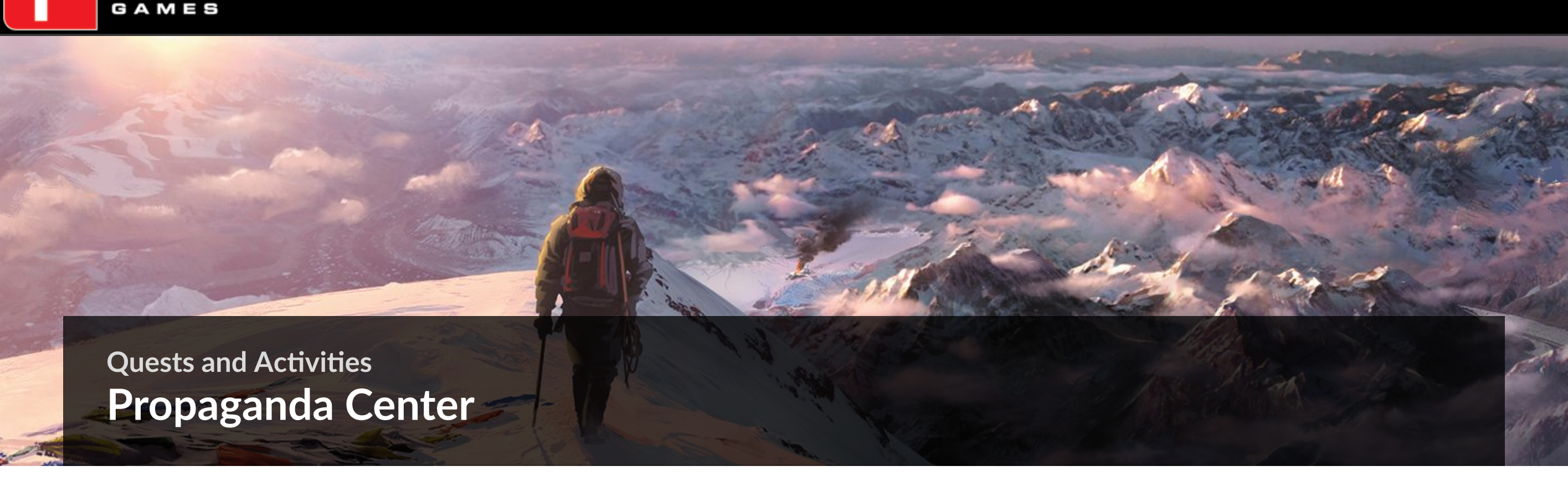
HOW TO KILL A CONVOY

- Lay mines and C4 near a machine gun nest. When the first technical hits the mine, the two behind will stop. Hit them with the C4 and clean up with the machine gun.
- Drive up behind the third vehicle and use a powerful sidearm to take down the gunner. Then pull up beside it and use the Vehicle takedown to commander the vehicle. Repeat two more times.
- A single well-thrown Molotov will first disable and then destroy almost any vehicle in the game. Three of them equals three dead technicals. Ditto with grenades.
- Park a vehicle at a choke point like a bridge entrance, and wait with your biggest gun.
- Rockets.
- A buzzer control stick in one hand, an M-79 grenade launcher in the other.
- Hijack the rear truck, turn on autodrive, and switch to the turret. Take out the gunners first.
- Roadside flamethrower ambush.
- Start the fight near a couple rhinos, but use only attacks that make noise at the target, not the shooter (such as grenades, mines, and explosive arrows). When the trucks return fire, the rhinos will very likely bulldoze the source of the sonic disturbance.



TIP

Convoys run a route. If you only kill one or two of the three, the surviving vehicles will continue running their route. Feel free to reload, regroup, and re-engage.



Quests and Activities

Propaganda Center

You may have taken over Pagan Min's radio broadcasts and torn down his posters, but he's not going to stop spreading his completely one-sided and astoundingly warped view of things to the people. His backup plan is to establish Propaganda Centers to print up new flyers and keep the misinformation flowing. And your backup plan is to blow up his backup plans.

ABANDONED JHEEL

(X:477 Y:322)

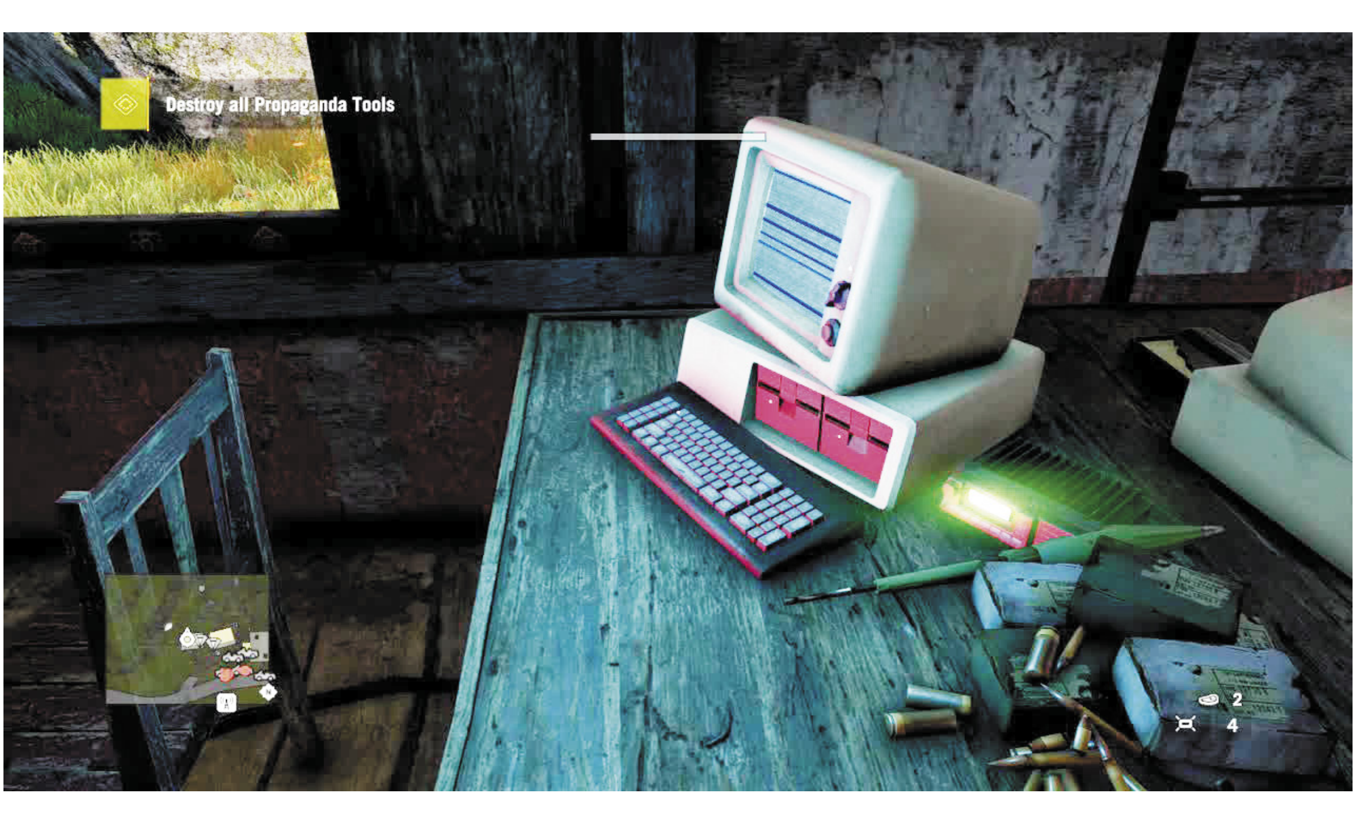
The first Propaganda Center quest will find you face-to-face with DJ Rabi, who—believe it or not—will act as your informant during these quests. Chatterbox he may be, but the guy cares.

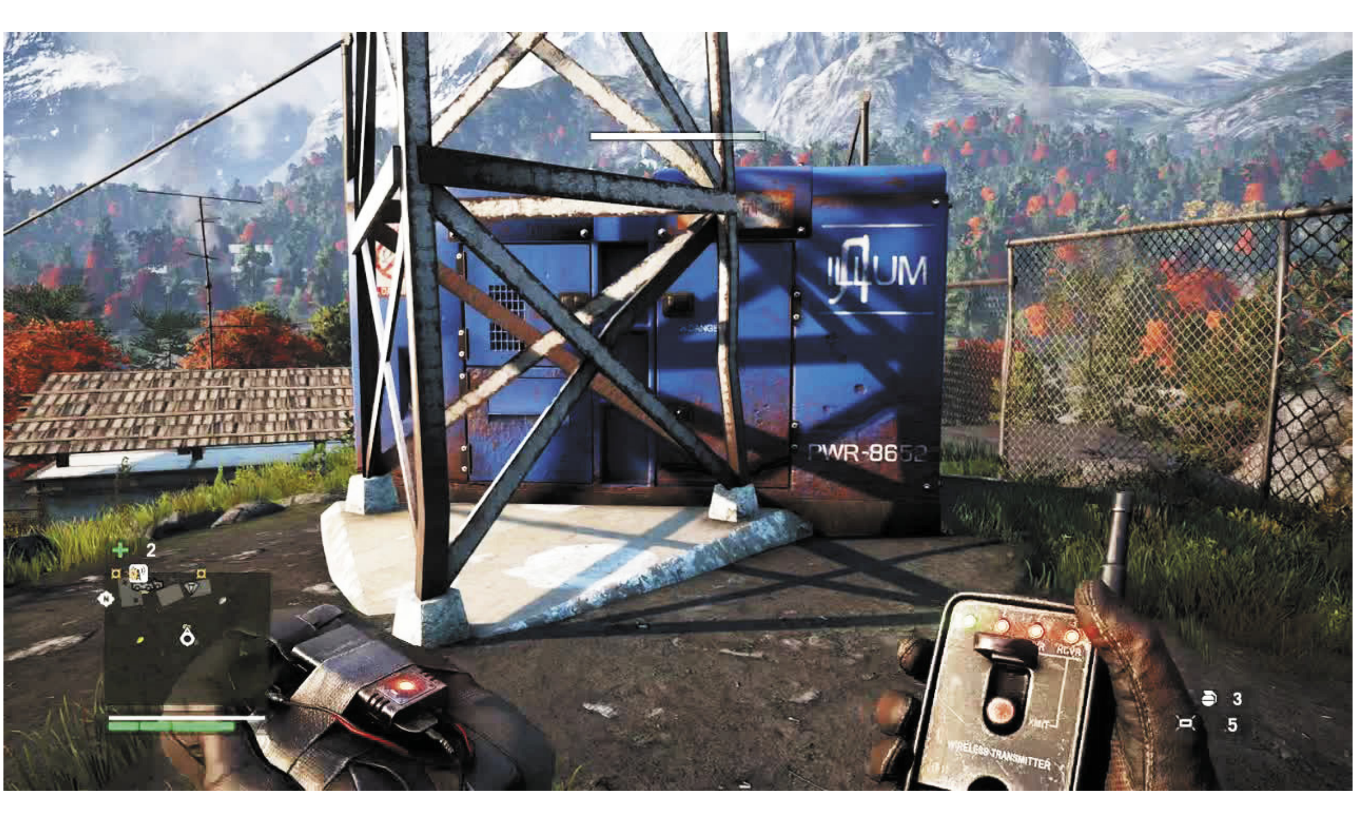
Here's how Propaganda Center quests shake out: You arrive on the scene and clean out the bad guys. Then, you start destroying Min's equipment, which will show up as yellow on your mini-map. As you destroy more and more, fresh waves of Min's troops will arrive to try to stop you. Take them out, break stuff until you trigger the next wave, and rinse and repeat until every piece of equipment lies shattered and every enemy has ceased to be.

Stealth isn't really a factor here, because as soon as you start blowing things up, they know you're there. So have fun and play it however you like. If you want to snipe the whole place clean from the hills above, you absolutely can. If you want to handle things at closer range, fine. When you're done, drop some mines on the road and start smashing things.

TIP

Manage your ammo here by knowing the cheapest way to wreck each kind of gear. Desktop computers are hard to kill with Molotovs, but easy to kick. Shooting a printing press with a handgun works oddly well. And a single grenade or C4 pack can bring down a radio tower.



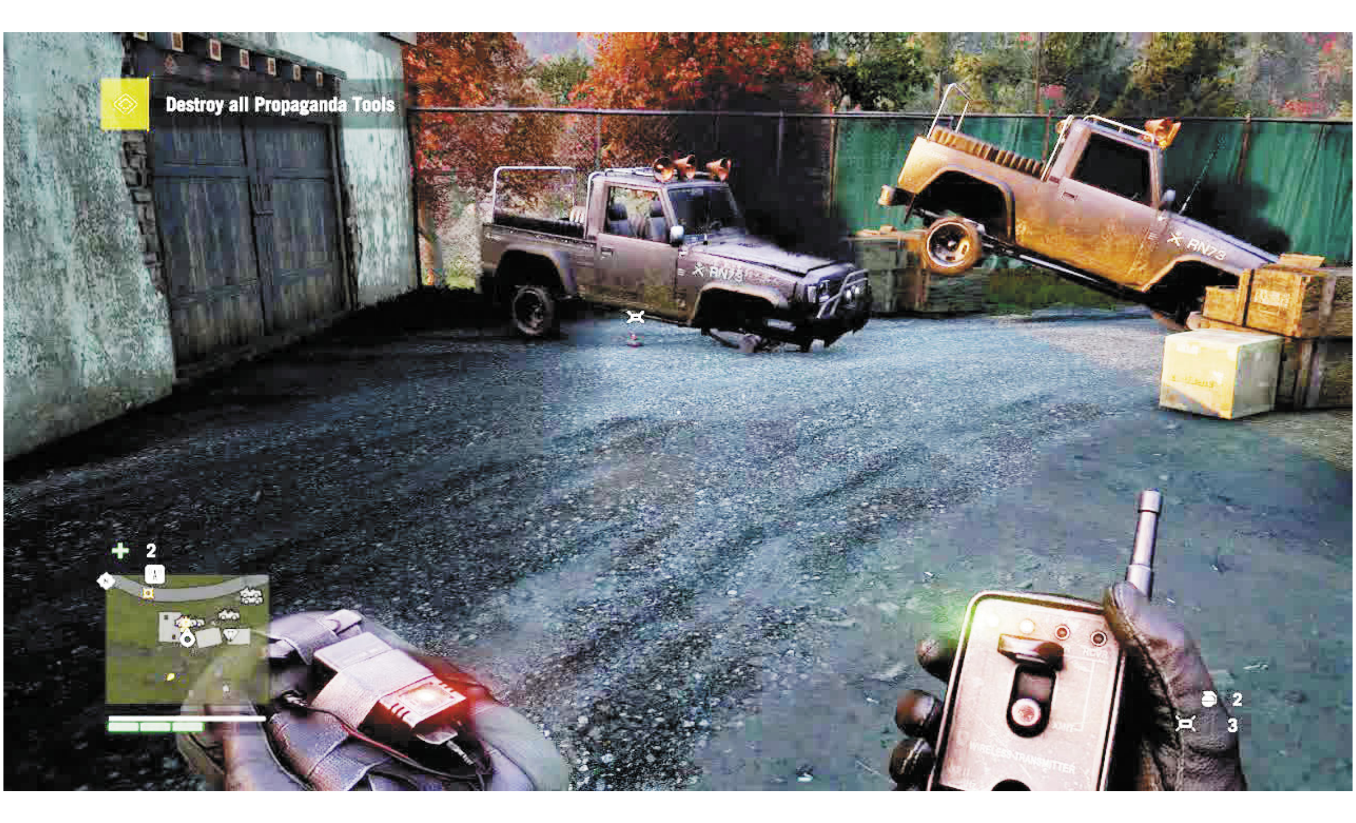


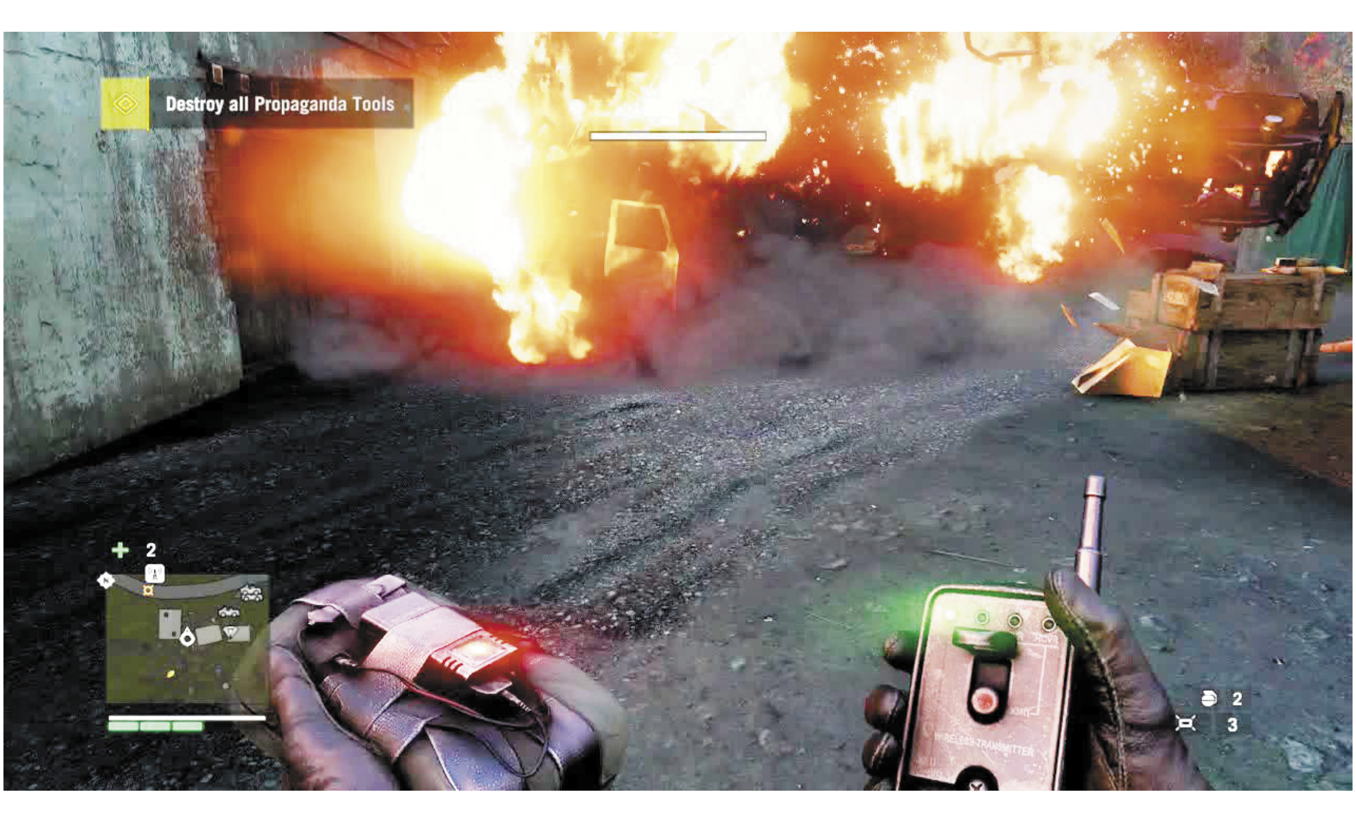
Most of the destructible gear is in the two main buildings, but you also have to destroy the radio tower on the hill and the two black trucks near the red barrel. You'll find health, C4, mines, and grenades on crates arrayed around the main building, and more health near the tower.

The first wave of reinforcements will come down the road from the north in a truck and three ATVs after you've destroyed about half the gear. Two mines should handle them, but you could place a C4 as well as insurance. A second wave with the same composition will arrive from the south when you've destroyed almost all the gear. Once they're all down, continue destroying equipment until the quest clears.

TIP

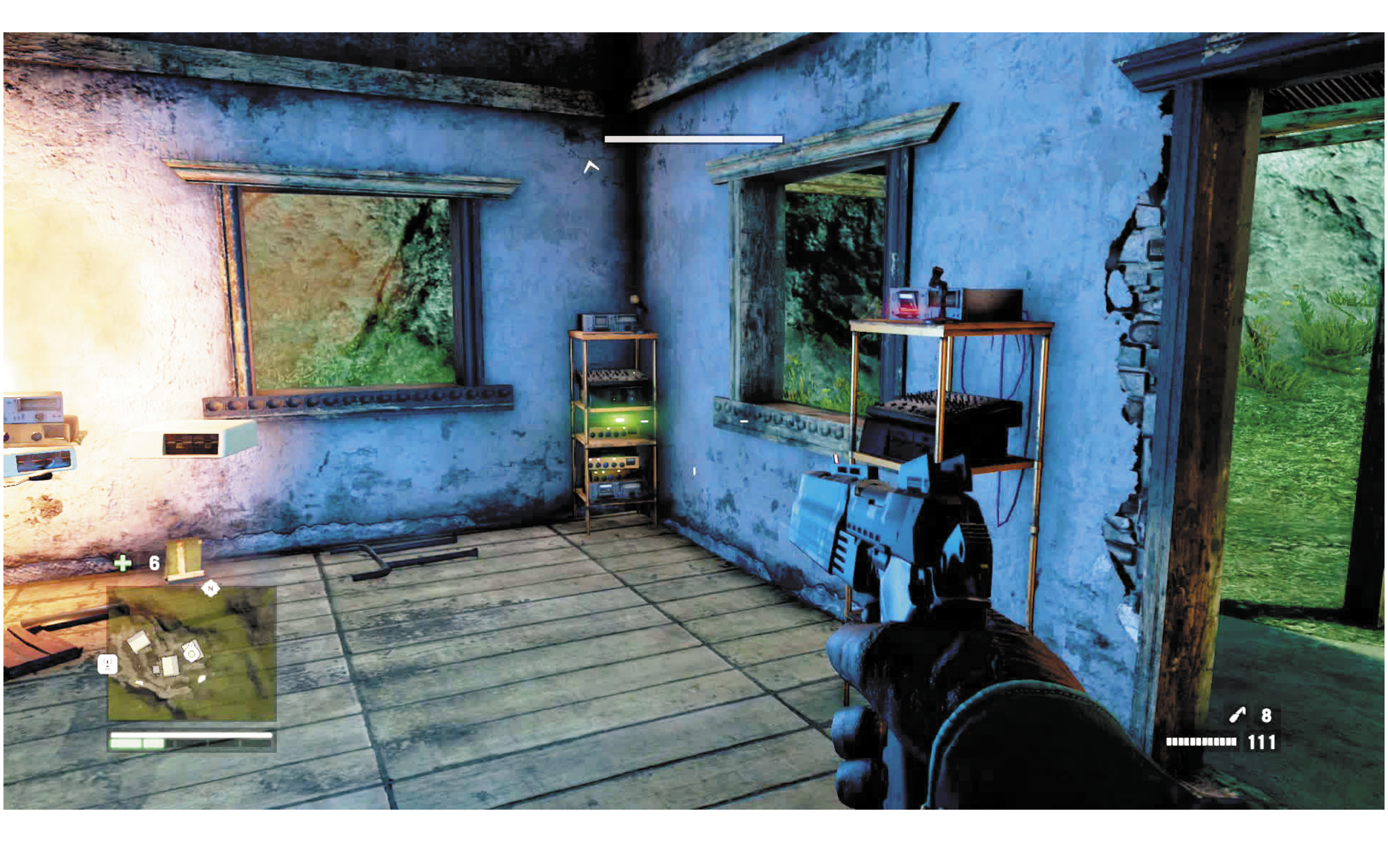
If you're stuck at around 95% and can't see any yellow left on the map, throw an explosive or two under the two scavengers parked in the corner—even if they look junked already, and even if you grenaded them before. The game wants them *extra* trashed.





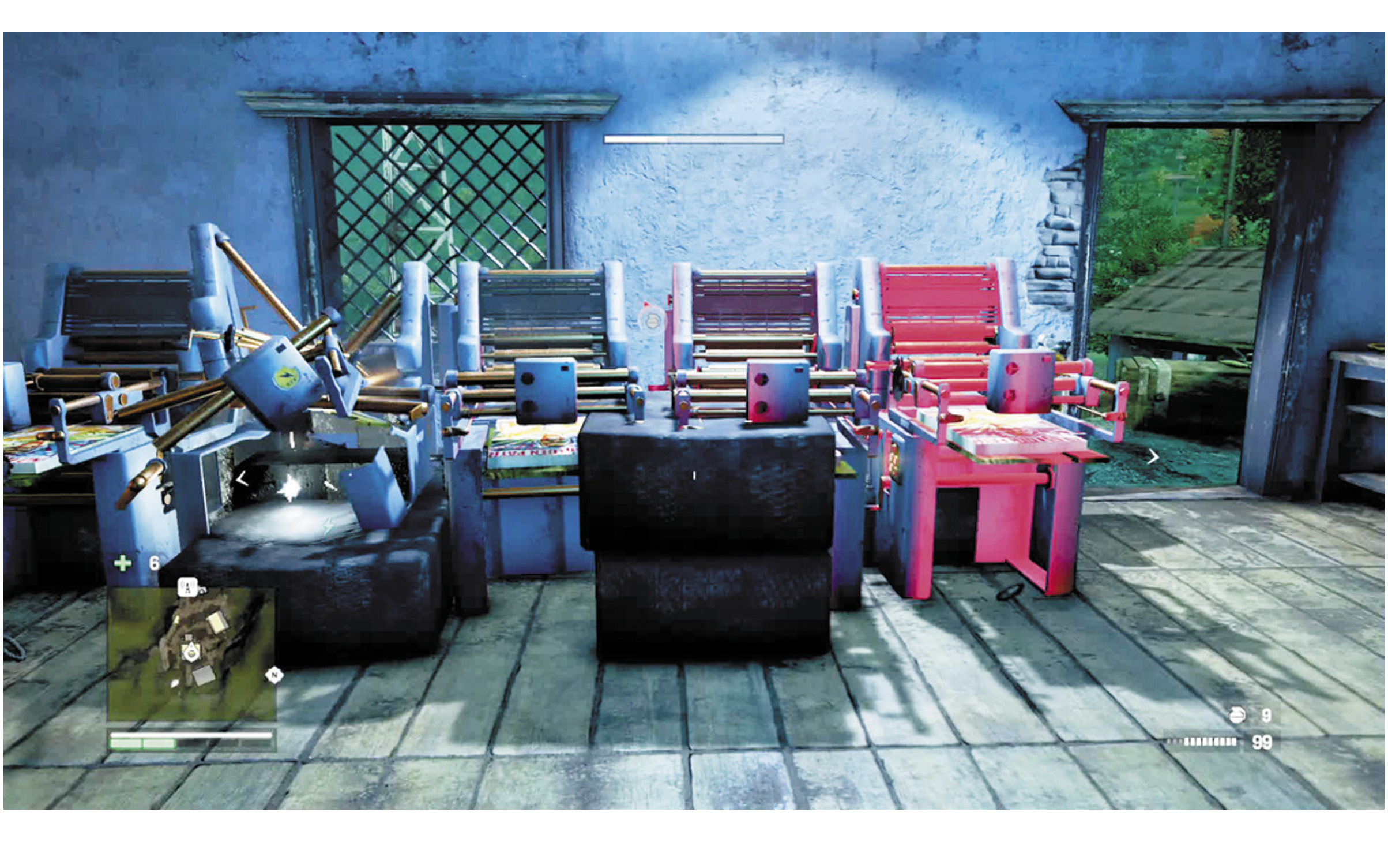
X:359 Y:577

This terraced cluster of mountainside buildings looks tougher than it is. As usual, any building that contains destructible propaganda machinery will appear yellow on your map.

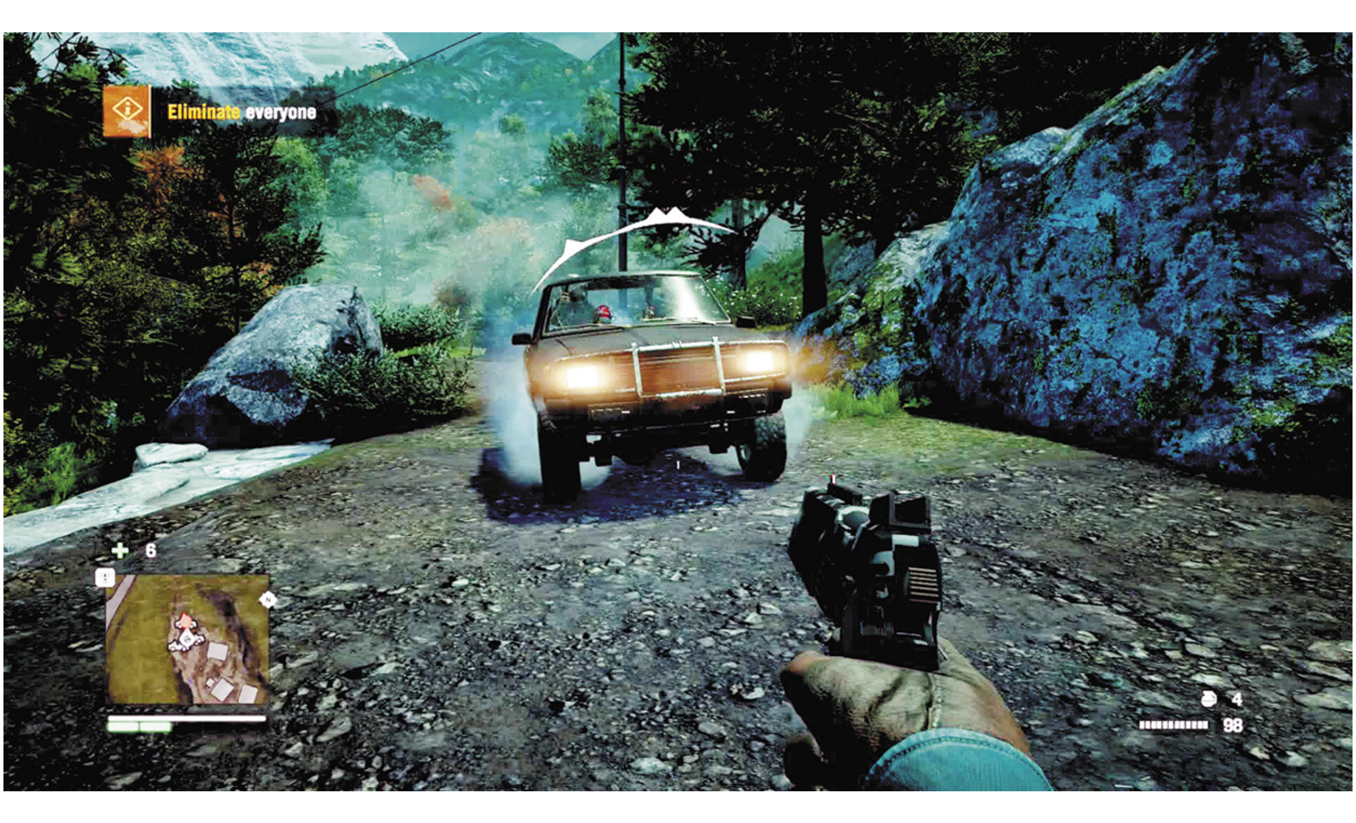


The rack-mounted gear glows green when it's functional and red once you've wrecked it.

Your biggest target is the middle building, which houses a high concentration of computers and printing presses. In fact, shoot your way up here (or down here, if you start by sniping from the hill above) and you can eliminate well over half of Min's gear with just a few grenades (and don't miss the boxes against the west wall outside).



On your way down, keep an eye out for reinforcements driving up the dirt road to the west.

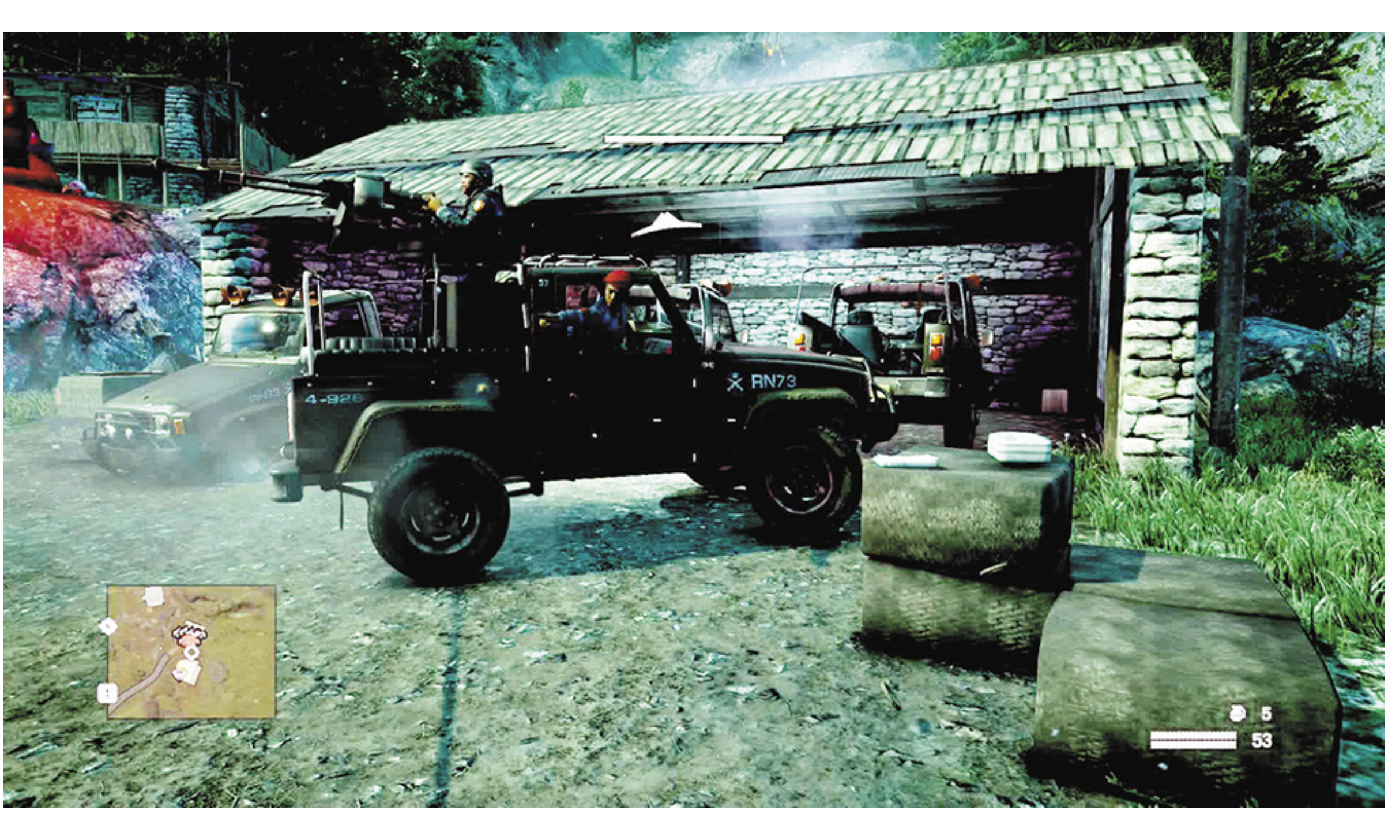


Assault rifle ammo x15
HOLD Enter
6
4
86

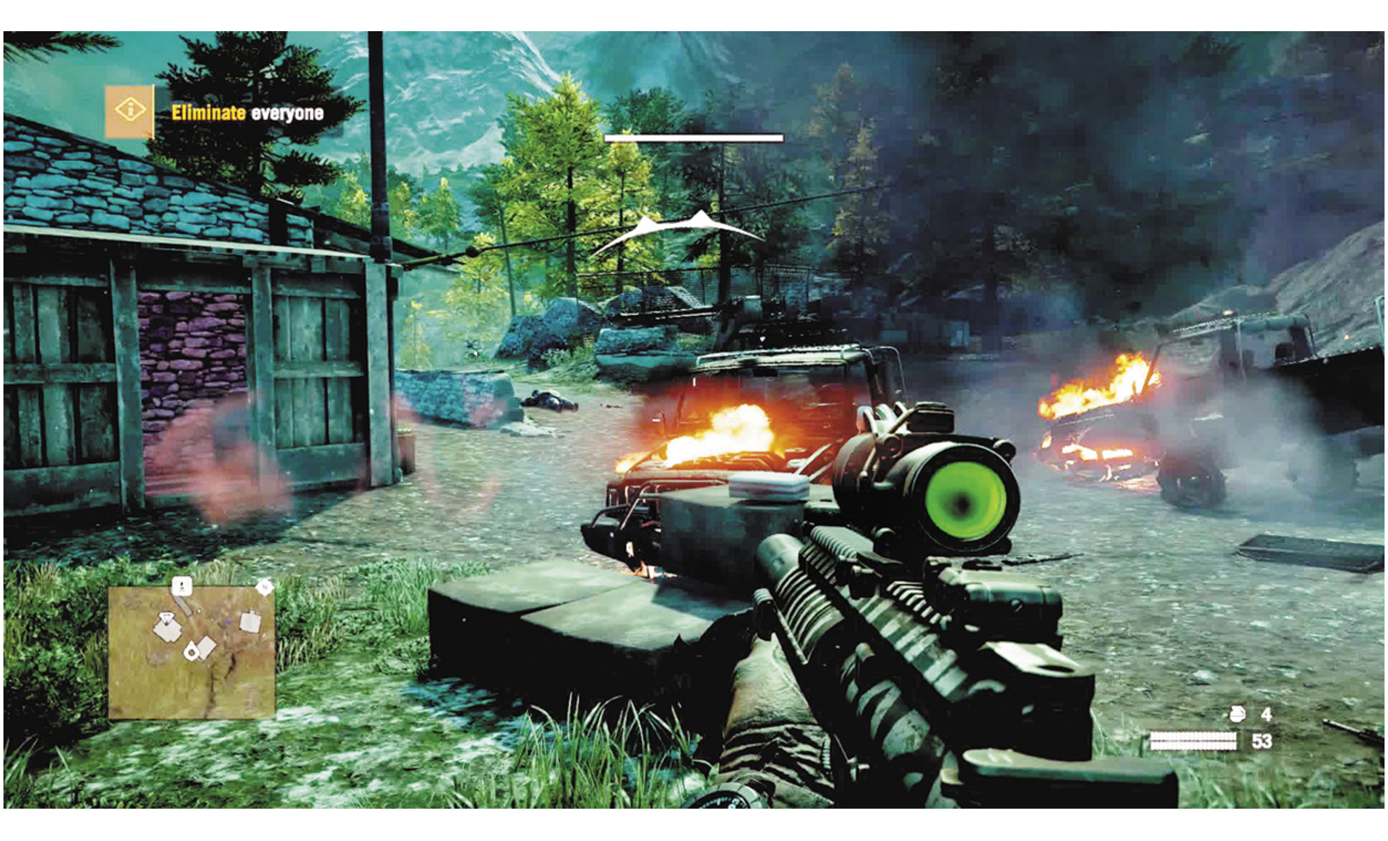
X:571 Y:778

You'll likely approach this ramshackle assortment of sheds from the north, which is the perfect direction from which to snipe its guards. You'll see a rocketeer, a sniper, and a heavy among the crowd, but if you take them down quickly and in that order, you won't get a scratch.

Once it's clear, slide down to the cabin on the northeast, with the fuel tank on one side and the radio tower on the other. Wreck the gear inside, blow the tower, and take the zipline down. Drop a couple mines or some C4 near the scavengers parked under the awning (but don't detonate it yet) and then wreck the equipment in the other building.



Around this time, reinforcements should appear—and drive right over your mines or C4.



If they don't, go ahead and blow the vehicles up anyhow.

Amazingly, it doesn't end there. You'll have a helicopter and a few more guards, some of whom arrive on ATVs.

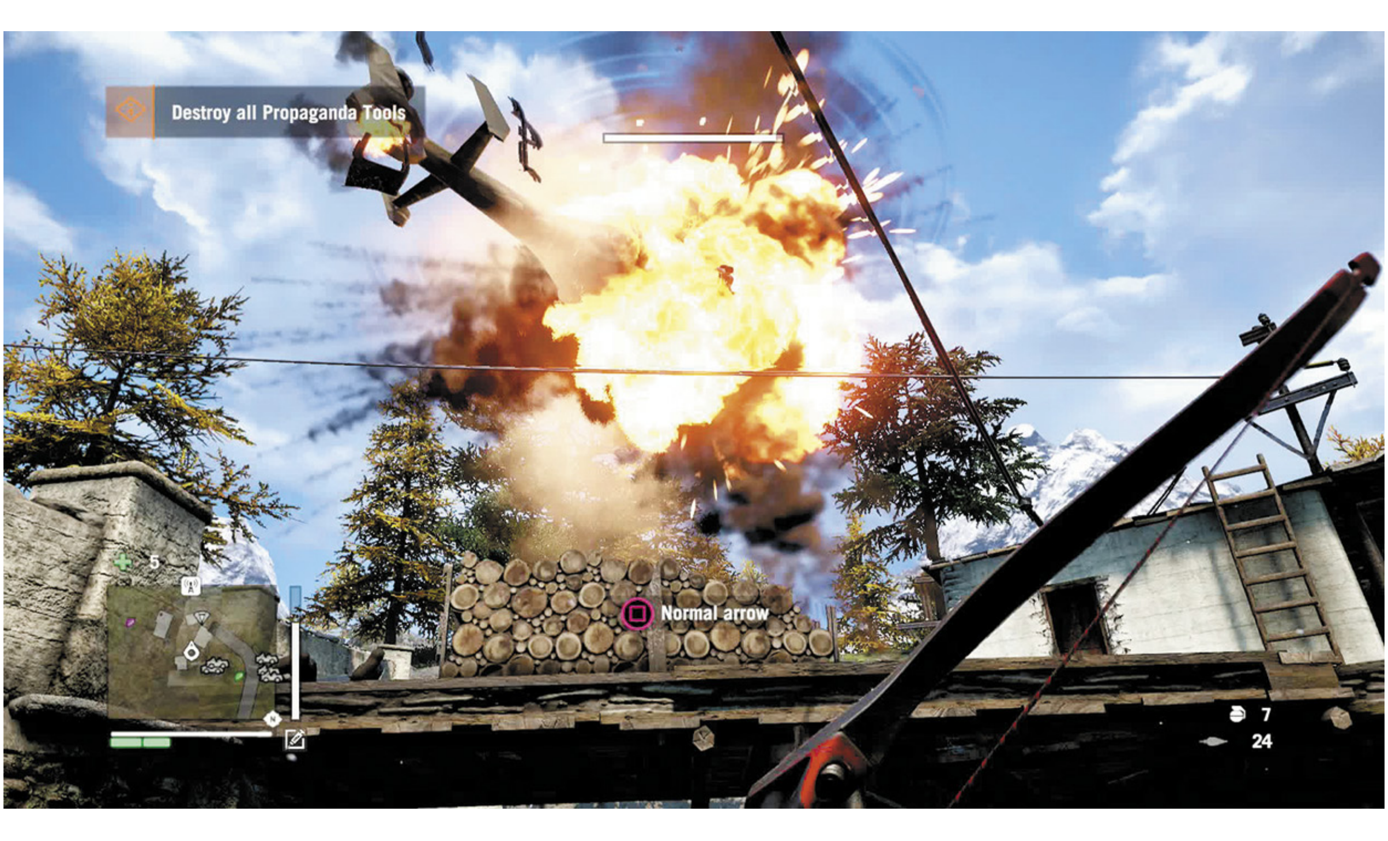
Eliminate everyone
3
Reload
4
32

TIP

If you need it, there's an ammo crate at the base of the zipline.

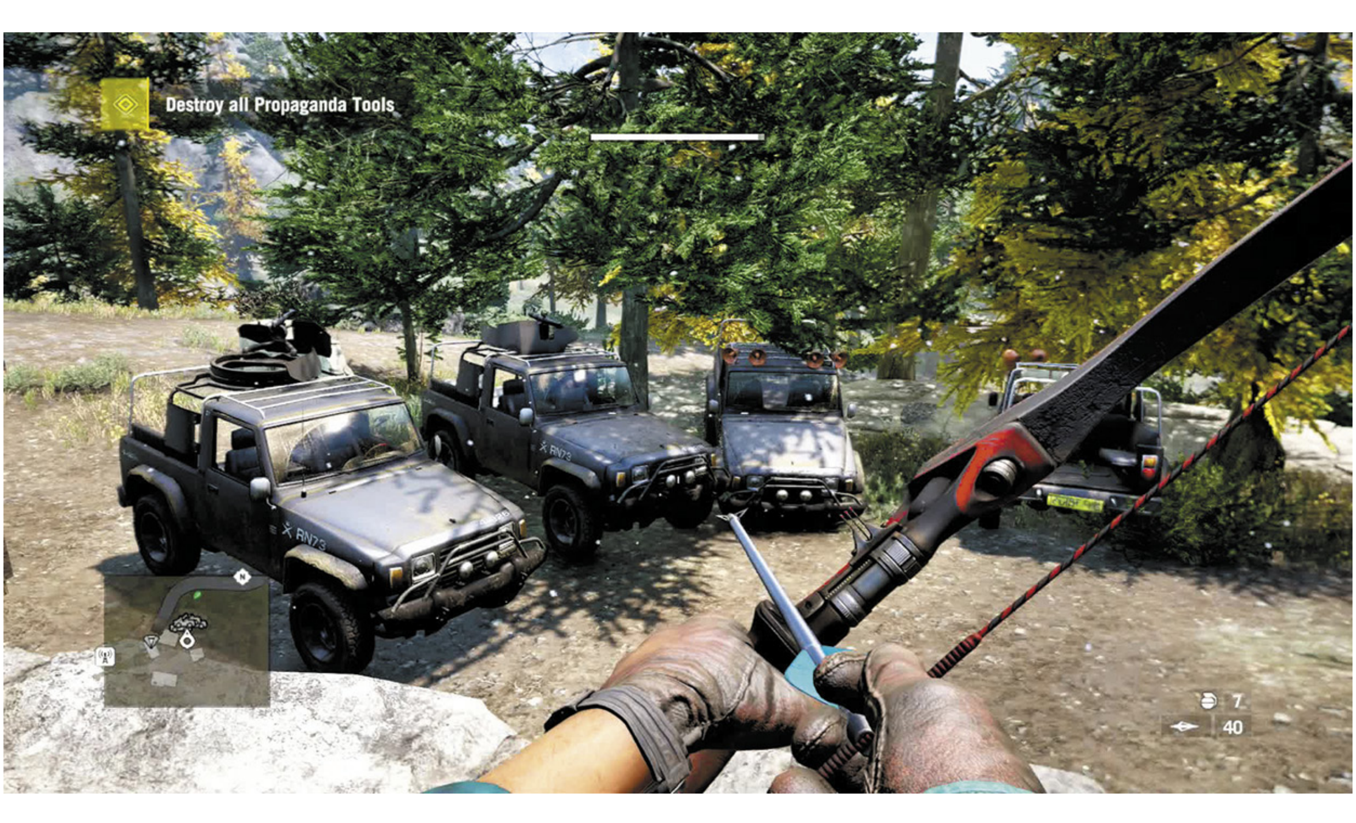
X:710 Y:709

This time, the gear you need to break is spread among several smaller huts, but the strategy is the same. Snipe your way in, break everything you see, and wait for reinforcements. They'll come from both the hills to the south and the road to the north (unless you dropped mines in the road), in a sort of pincer attack. And again, they'll have the support of a helicopter, but it's nothing you can't handle.



Especially with a compound bow and explosive arrows.

While we're on the subject of explosions, as always, if you find yourself wandering around looking for that last 5% to destroy, bomb the vehicles.



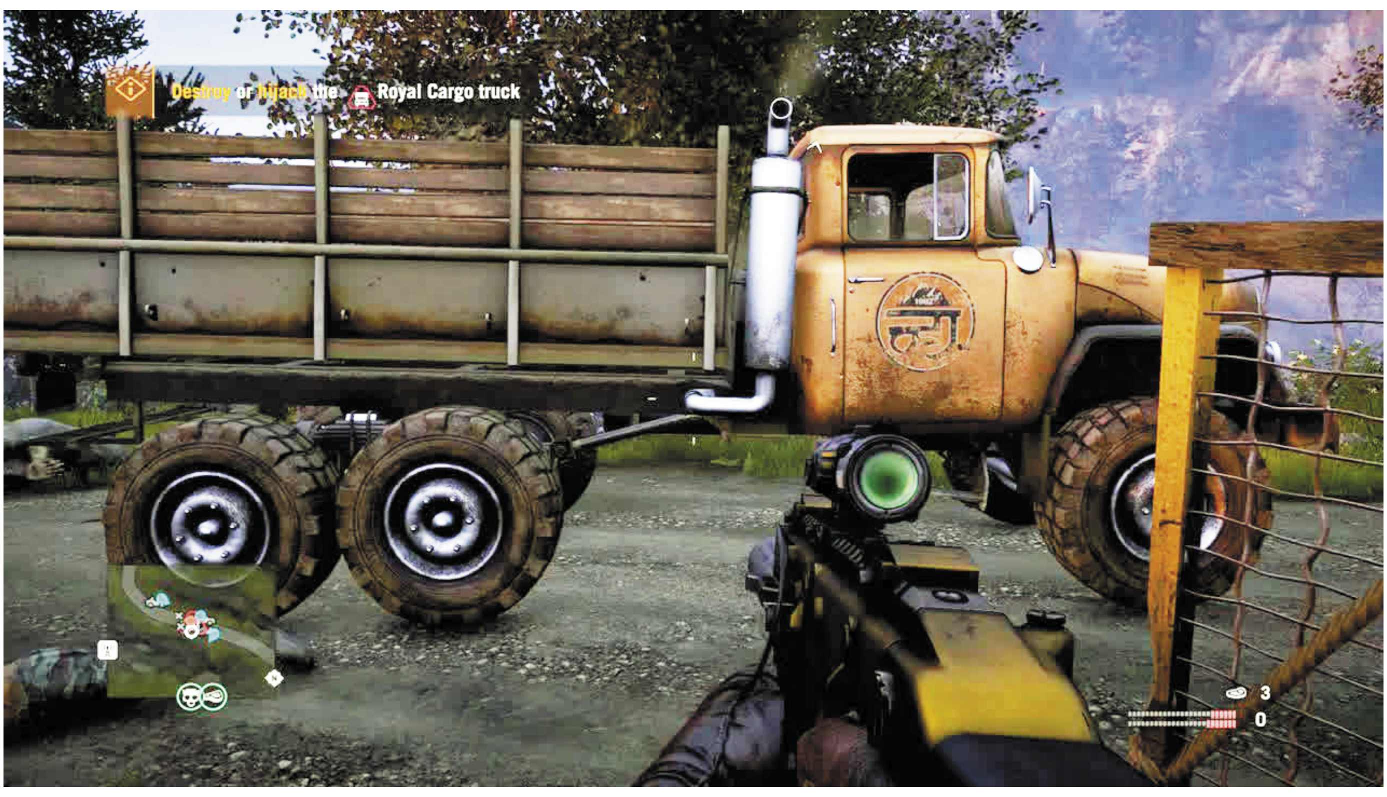
Eliminate everyone
5

Quests and Activities

Royal Cargo

These activities pop up in hostile territory whenever one of Min's supply trucks hits the road. They're actually pretty easy even if you don't yet have many high-end skills or weapons. They can be completed by either destroying the truck or hijacking it.

We'll assume you know how to blow up a vehicle by now (C4, mines, rockets, whatever) and skip to the hijack option. First, you have to stop the cargo truck and kill its driver. Then you have to drive it to the designated Golden Path outpost. This is usually the nearest one, but not always.



Do *not* try to stop the truck by standing in the middle of the road so the driver has to slam on the brakes to spare your life. You'll end up a corpse with tire tracks where your face used to be. However, there's still an easy way to do this. The drivers of these trucks are almost comically hostile. As long as you unload a couple shots into their rig as they rumble past, they're almost guaranteed to pull over and jump out to fight you. Once that happens, Mr. Road Rage is an easy kill.

AUTODRIVE ON

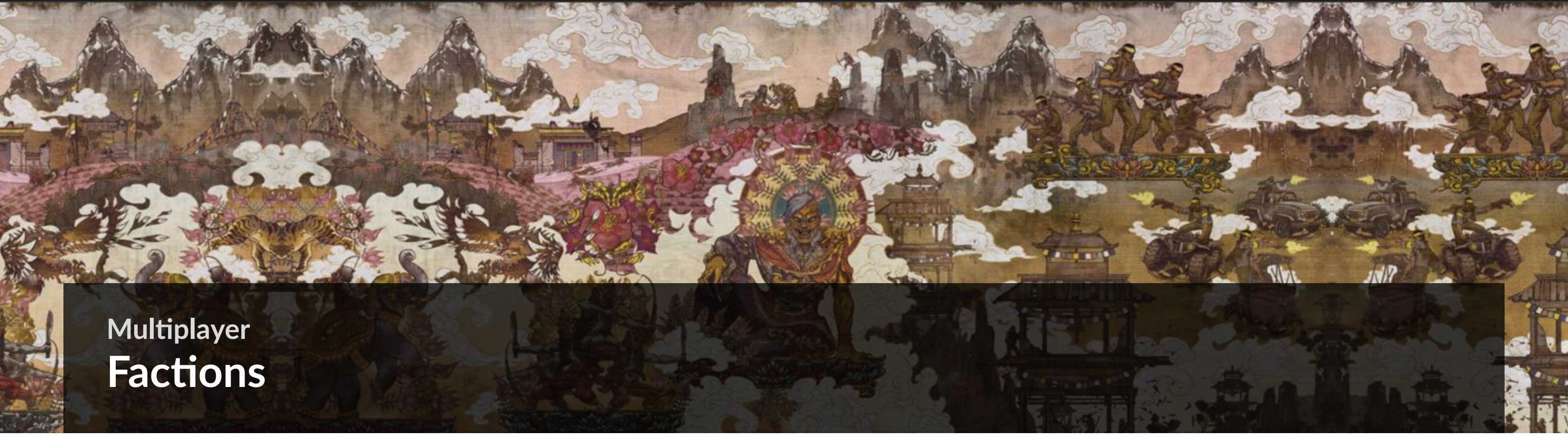
And if they don't pull over? Chase 'em down. The Vehicle Takedown was made for this task.

The second half of the quest can be easy or hard, depending upon how far it is to the nearest outpost and how many hostile outposts and/or fortresses you'll pass along the way. But you shouldn't have a great deal of trouble. The trucks are slow, but they can take a huge amount of damage, so you can ignore most pursuers. If the truck does take a lot of damage, you can hop out and take care of business without worrying about Min's men destroying the truck or stealing it back. You can even use the truck as cover, then repair it and continue on your way.

When you reach the drop-off point, you'll be rewarded with cash and ammo.

TIP

If you're one of those "shoot through the windshield" types, you may notice the cargo truck's windshield is tougher to shoot through than most. It can still be done. We recommend a shotgun blast from outside.



Multiplayer

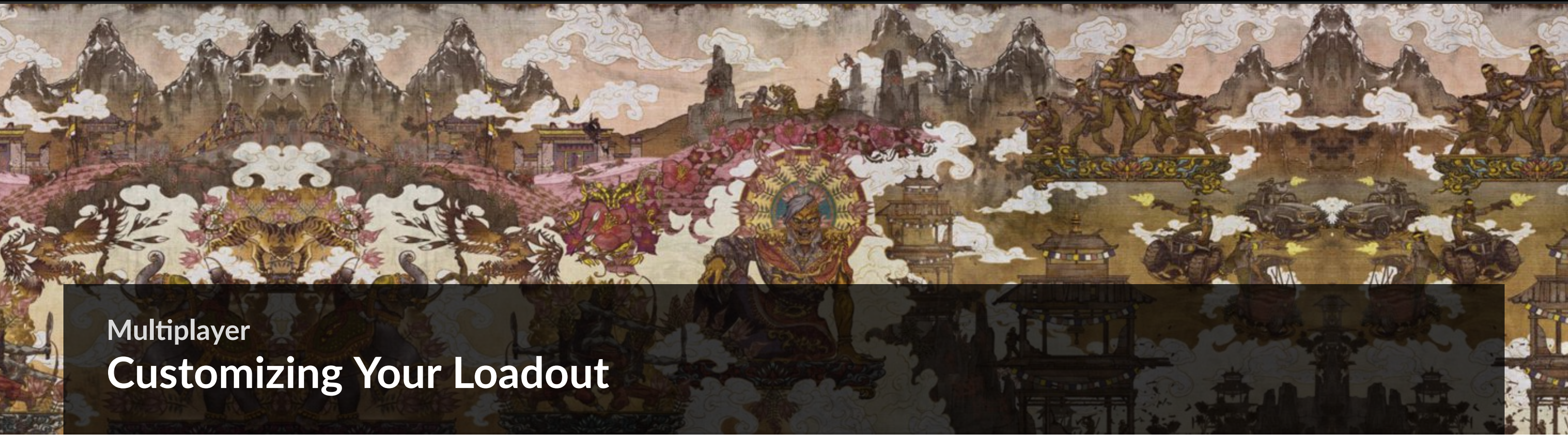
Factions

***Far Cry 4*'s online modes include several tried-and-true multiplayer standards, but with just enough of a Kyrati twist that they can be disorienting at first. Here's how to hit the ground running.**

FACTIONS

In most shooters, the only difference between the two sides fighting is the color of their fatigues. It's soldiers vs. soldiers (or terrorists) and everybody has more or less the same pool of gear and abilities. Not so in *Far Cry 4*, whose two factions, the Golden Path and the Rakshasa, are about as different from one another as they can possibly get.

Don't think you can get away with learning the ins and outs of just one of the two sides, either. Every match will have you playing first as one faction, then the other.



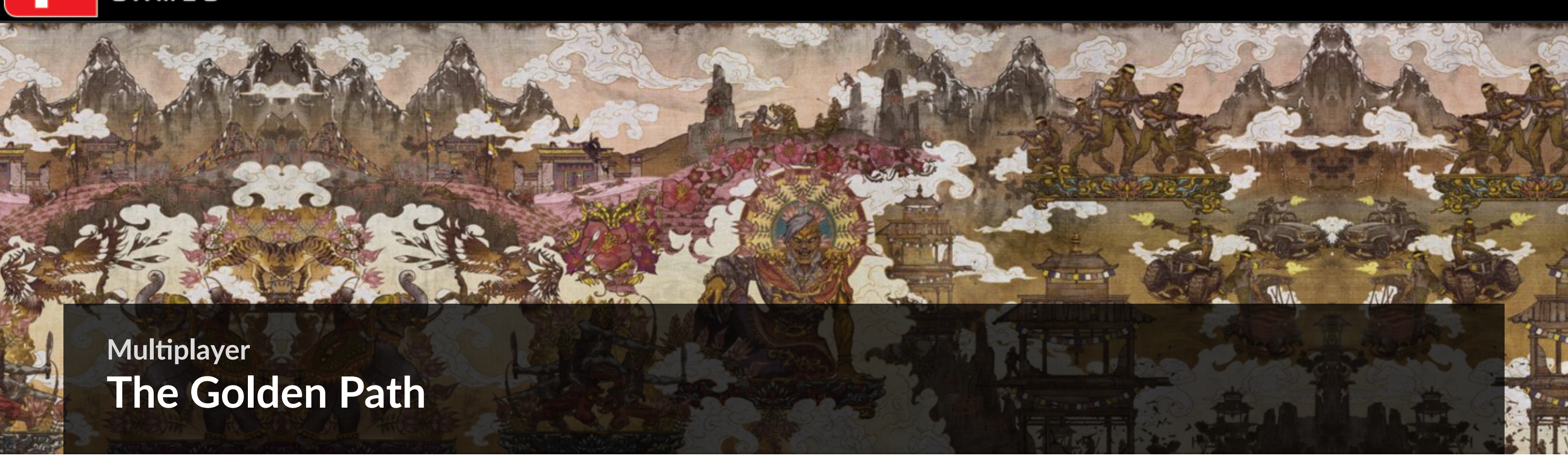
Multiplayer

Customizing Your Loadout

Classes don't exist in *Far Cry 4*. Each player begins with his or her faction's same basic loadout and no skills. But at the end of each match, you'll be awarded coins that you can use to permanently unlock new weapons, attachments, and skills, creating your own custom-crafted warrior. And not just one. You can save multiple loadouts and switch between them each time you respawn.

NOTE

Note: The menu where you customize your loadout is easy to overlook. From the main menu or the pre-game lobby, select SETTINGS, then LOADOUTS.



Multiplayer

The Golden Path

Toting large guns and plenty of ammo, the Golden Path is basically the "brawn" faction. They rely upon on modern(ish) technology, vehicles, and high-caliber weaponry to give themselves an edge. Players accustomed to traditional military shooters should find themselves right at home with the Golden Path.

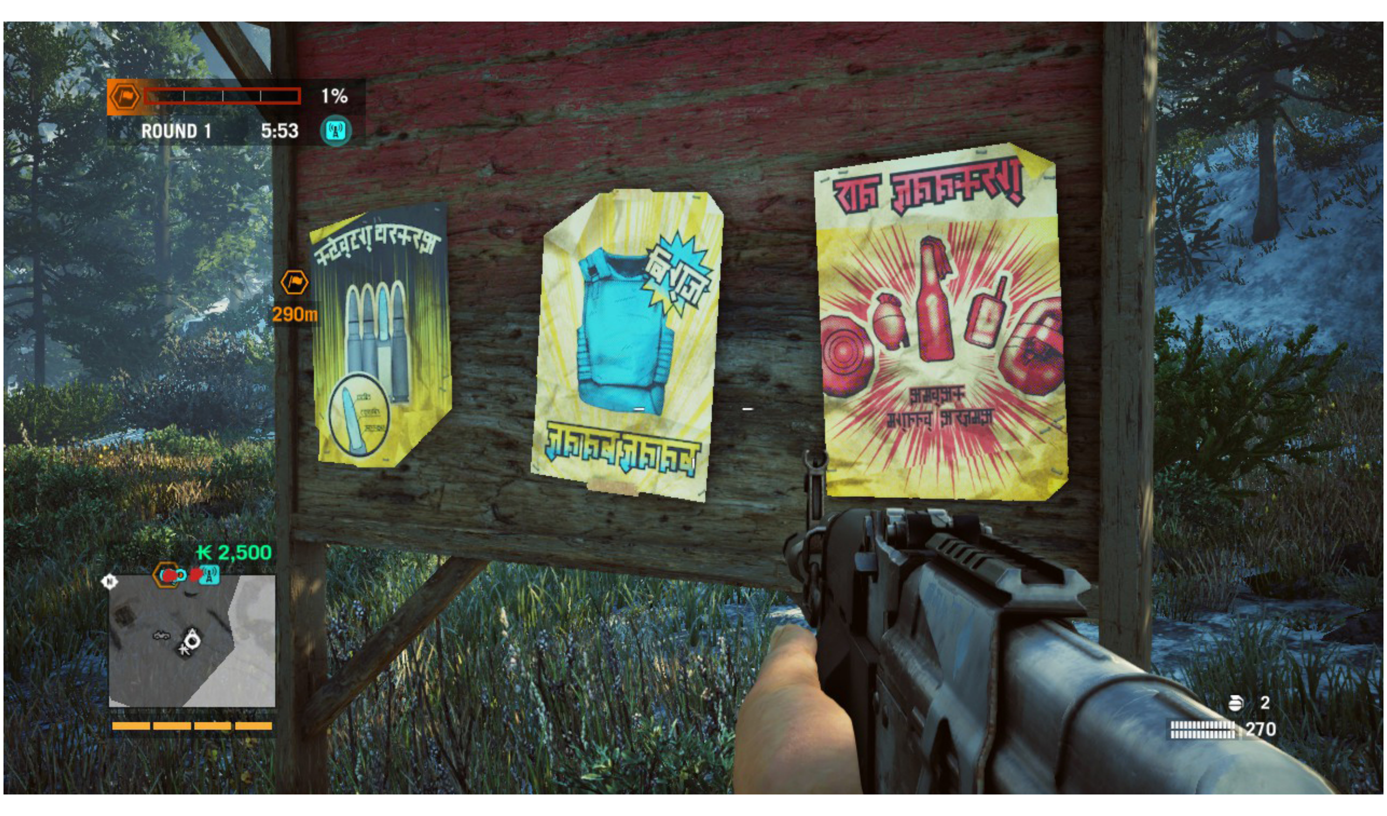
GOLDEN PATH ABILITIES AND GEAR:

The Bell Tower: If the tower's radio transmitter is operational, you'll be able to see the Rakshasa on your mini-map. If they disable it, they'll vanish from the mini-map until you scale the tower and turn the transmitter back on.

Camera: Your camera operates just like Ajay's camera in the main game. Any Rakshasa you tag with it will be visible by your whole team.

Vehicles: Golden Path soldiers can drive anything with a motor, from quads that streak across all types of terrain to technicals with mounted grenade launchers.

Rupees: Cold, hard cash. You earn it by tearing down propaganda posters, killing enemies, reviving allies, activating the bell tower, and completing other objectives. You spend it by stopping at the Battle Supplies Board at your base camp and buying yourself upgraded supplies.



Battle Supplies Board: This unassuming bulletin board enables you to trade your hard-won rupees for powered-up supplies. However, be aware that these purchases are one-offs. You have to repurchase them each time you respawn.

Body Armor: A power-up that reduces incoming damage.

Explosives Pack: A power-up that increases your thrown/placed explosives count.

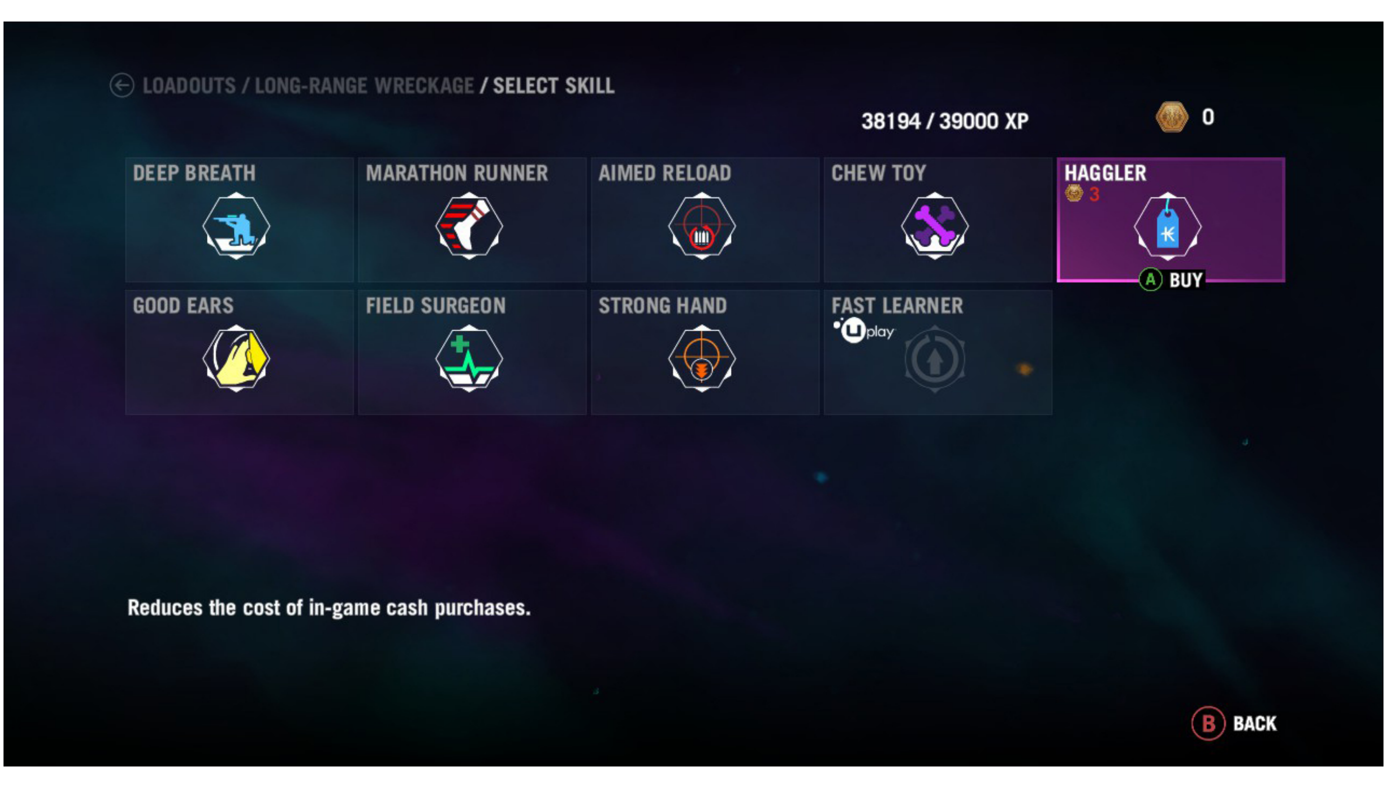
Steel Core Rounds: A power-up that increases damage, but replaces your body armor. Be careful with this one.

Weapons, Weapons, Weapons: The Golden Path has access to most of the same weapons and attachments you have in the main campaign (especially if you have a few Uplay points to spare). You'll even find a few items, such as a muzzle brake for shotguns, that don't appear in the main game. However, your weapons are divided into four groups, and you can only carry one weapon from each group. The rough breakdown goes:

1. LMGs, sniper rifles, and assault rifles
2. SMGs and shotguns
3. Pistols
4. Launchers, flamethrowers, mines, flares, and C4.

You can also carry either grenades or Molotovs.

GOLDEN PATH SKILLS:



Reduces the cost of in-game cash purchases.

Deep Breath: Enables you to hold your breath longer while looking through a sniper scope.

Marathon Runner: Increases your movement speed.

Aimed Reload: Enables you to reload your weapon while looking through the scope. Useful for snipers.

Chew Toy: Reduces damage taken from animals.

Haggler: Reduces cost of power-ups on the Battle Supplies Board.

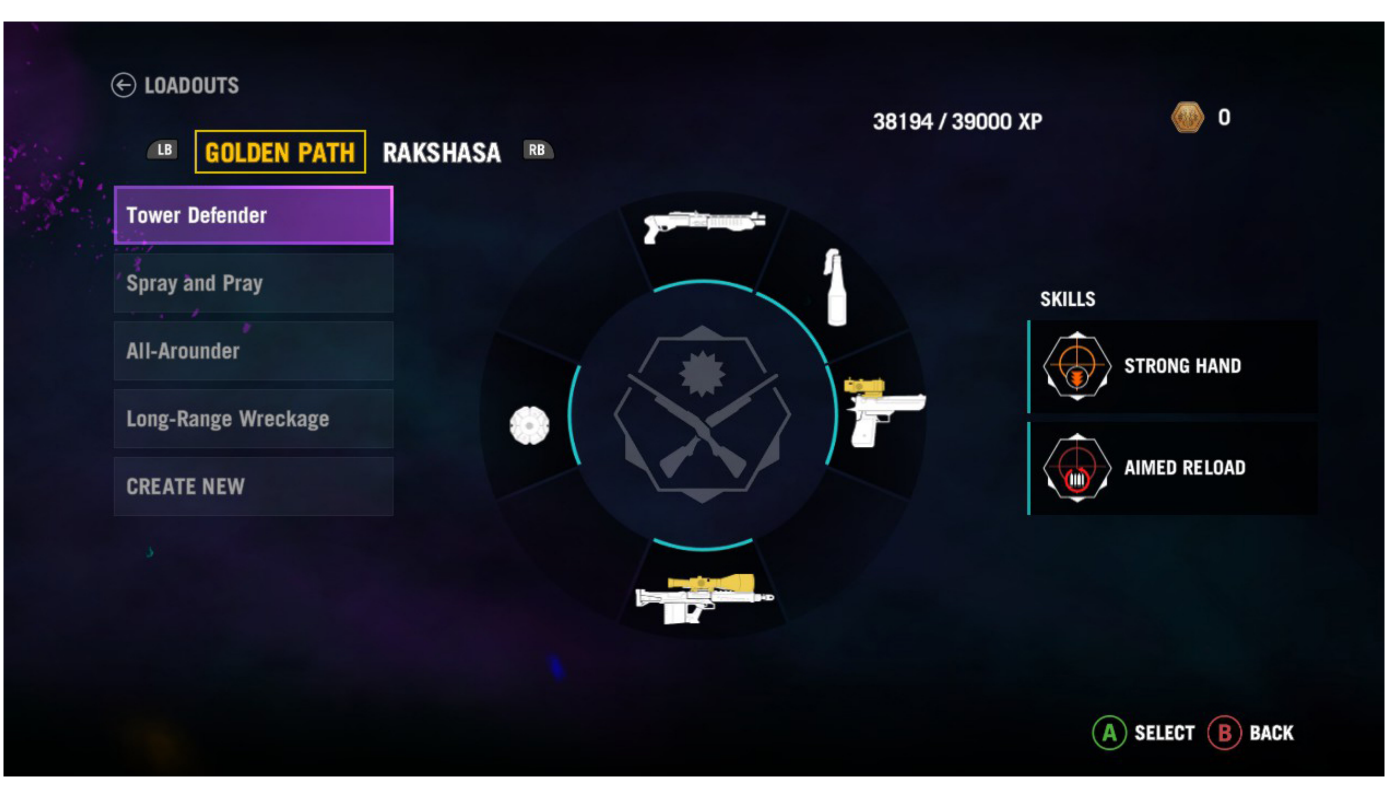
Good Ears: Nearby sprinting enemies are marked on the mini-map.

Field Surgeon: When you revive an ally, they come back with more health.

Strong Hand: Reduces weapon recoil while scoped.

Fast Learner: Increases the amount of XP you earn each match. Must be unlocked with Uplay points.

SAMPLE GOLDEN PATH LOADOUTS



TOWER DEFENDER

- SA-50
- SPAS-12
- D50 (scoped)
- Proximity Mine
- Molotovs
- Skill: Strong Hand
- Skill: Aimed Reload

A loadout designed with plenty of splash damage to get you to the top of the tower and enough long-range precision to keep you in charge once you get there.

The proximity mine is key. You'll be surprised at how many easy kills you can get by setting one near the radio transmitter and walking away.

NOTE

This also works for bombs you've set in Propaganda matches.

SPRAY AND PRAY

- MG-42
- Vector .45 ACP
- A99
- Flamethrower
- Molotovs
- Skill: Marathon Runner
- Skill: Good Ears

For anyone who hates aiming, here's a loadout that can keep you alive even if you just hold the trigger down and spray bullets any time an enemy comes near.

ALL-AROUNDER

- P416
- SPAS-12
- D50
- M-79
- Grenades
- Skill: Marathon Runner
- Skill: Field Surgeon

This one's all about versatility. The P416 and D50 can function as mid- or long-range weapons depending upon the scope; the SPAS-12 can handle anything up close; and the M-79 can quickly and easily handle anything else.

LONG-RANGE WRECKAGE

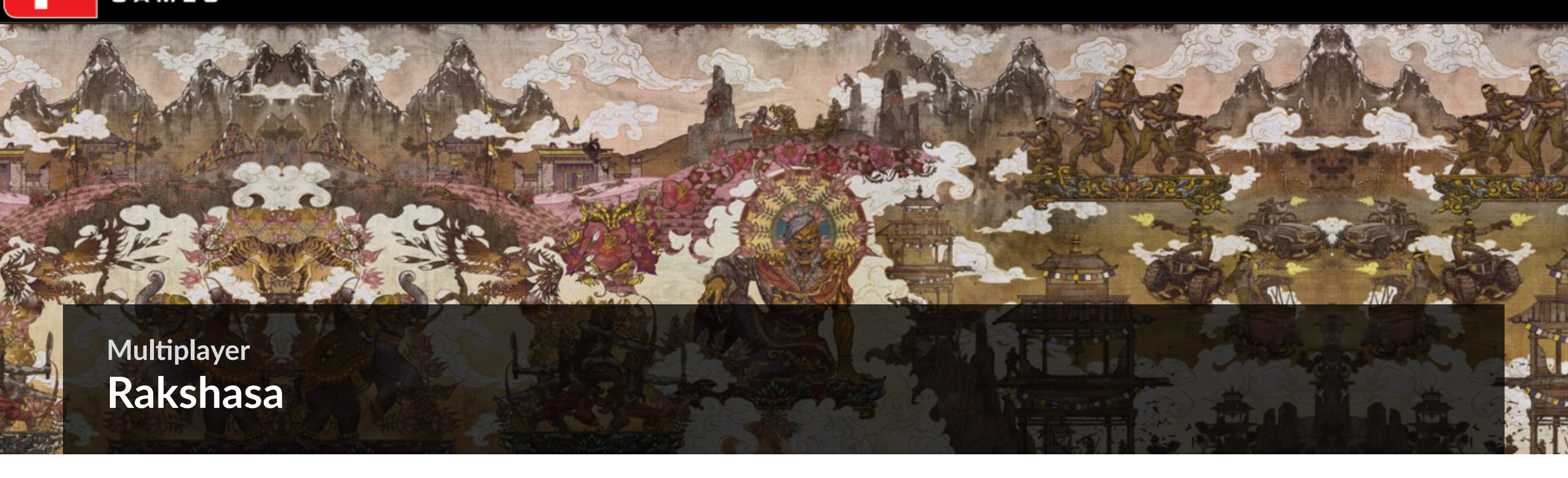
- SA-50
- 1887
- Auto-cross
- Lk-1018
- Grenades
- Skill: Strong Hand
- Skill: Deep Breath

You may be surprised that this sniper build doesn't go for the Aimed Reload skill. It started out with it, but we found over time that this loadout rarely left enough targets alive in a given space to warrant a reload while zoomed in.

HUNTER KILLER

- P416
- A.J.M. 9
- BZ19
- RPG-7
- Molotovs
- Skill: Good Ears
- Skill: Marathon Runner

This build is specifically made to bring down any Rakshasa with the balls to grab the Demon Mask in Demon Mask mode. The P416 is a good mid-range weapon that also has some decent hipfire for all your spray-and-pray needs. Good Ears helps you hear those sneaky hunters and Marathon Runner gets you to the Mask ASAP. Use Molotovs and RPG fire to keep Rakshasa off the mask before you can reach it and the BZ19 and A.J.M. 9 make for good close-range options.



Multiplayer

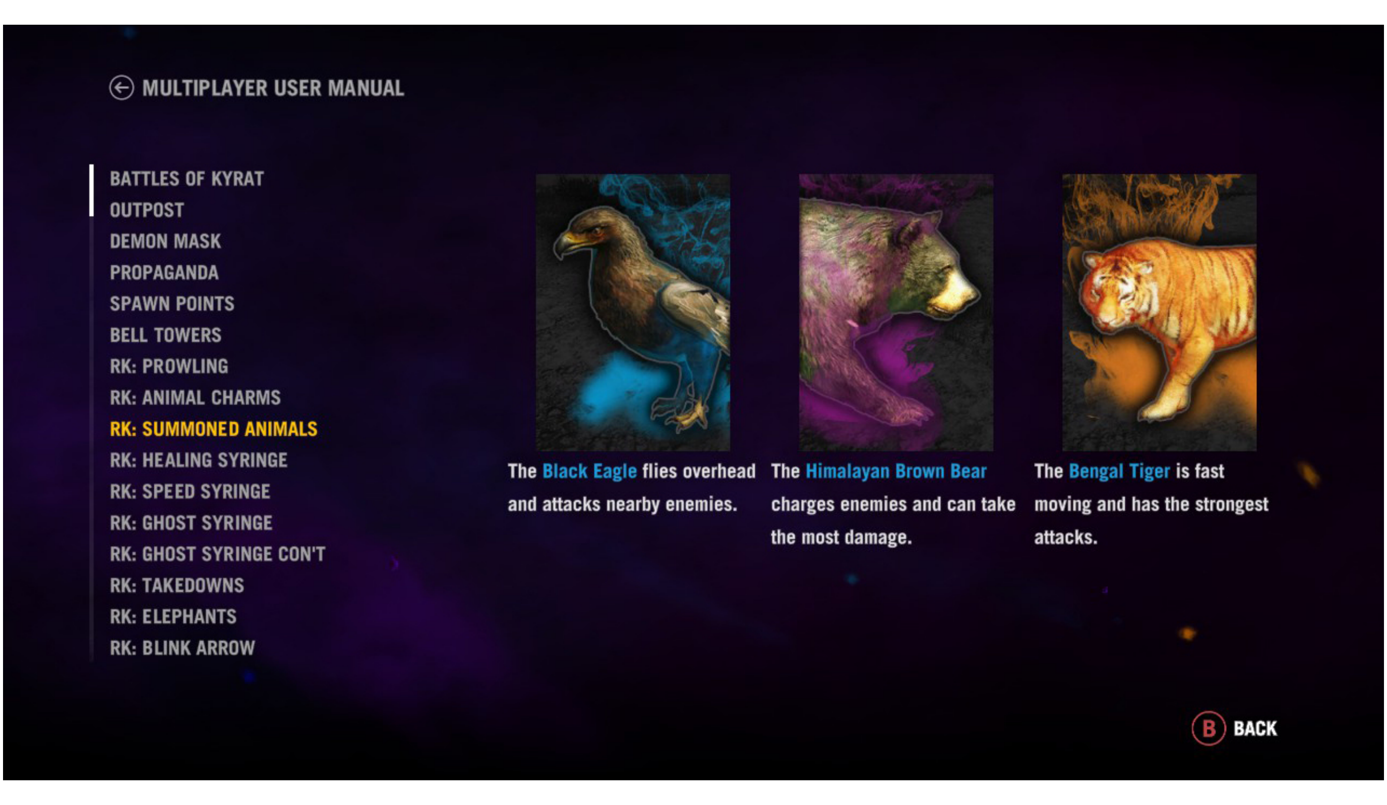
Rakshasa

Named after the demons of Shangri-La, the Rakshasa could be thought of as the stealth/assassin faction. They may not have access to modern extravagances like body armor and gunpowder, but they make up for it with a dazzling array of arcane arts, including the ability to summon animal sidekicks, turn virtually invisible, and send their souls to spy on the living.

RAKSHASA ABILITIES AND GEAR:

The Bell Tower: If you shut down the tower's radio transmitter, the Golden Path cannot see you on their mini-maps unless they turn the transmitter back on. And that, it turns out, tends to make a stealth approach quite a bit easier.

Prowling: Rakshasa can "recite a hidden mantra and render themselves harder to detect." This is the game's way of saying that crouching turns you virtually invisible.



The Black Eagle flies overhead and attacks nearby enemies.

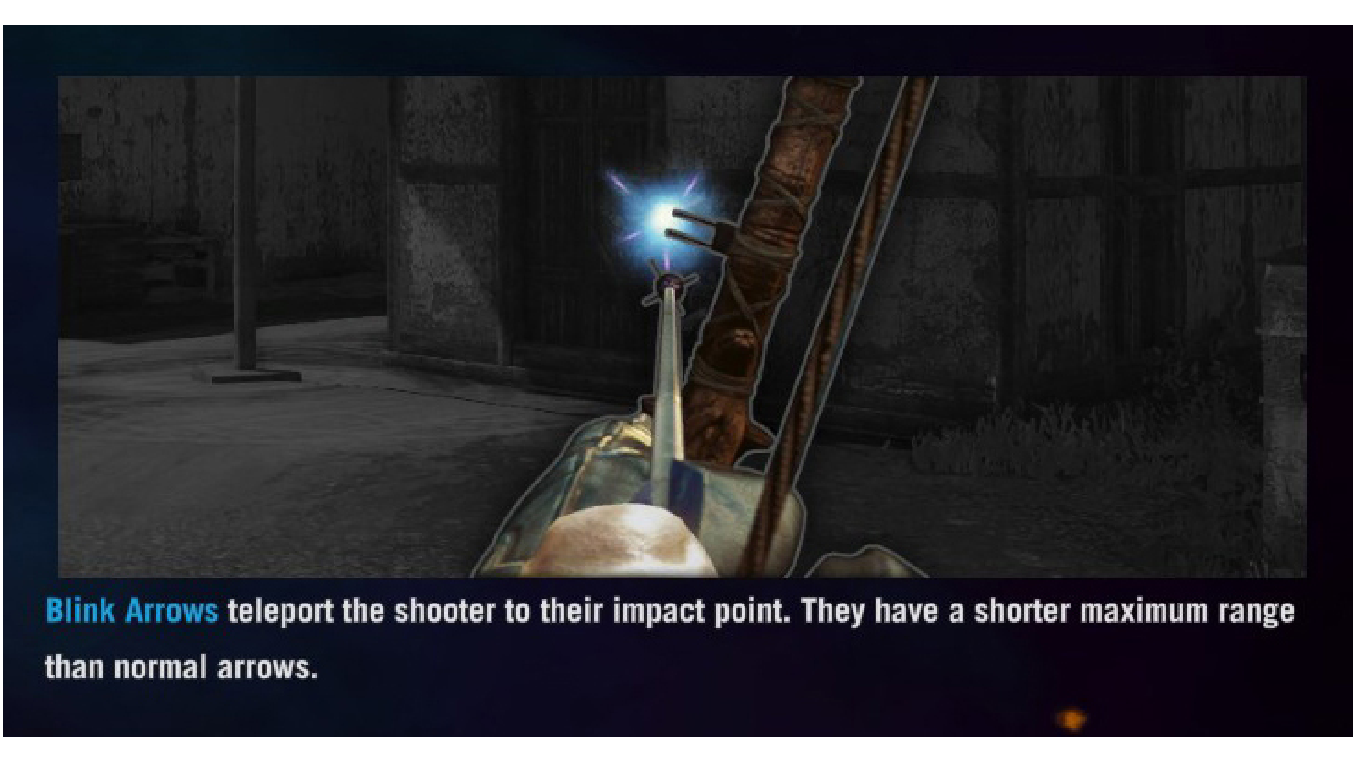
The Himalayan Brown Bear charges enemies and can take the most damage.

The Bengal Tiger is fast moving and has the strongest attacks.

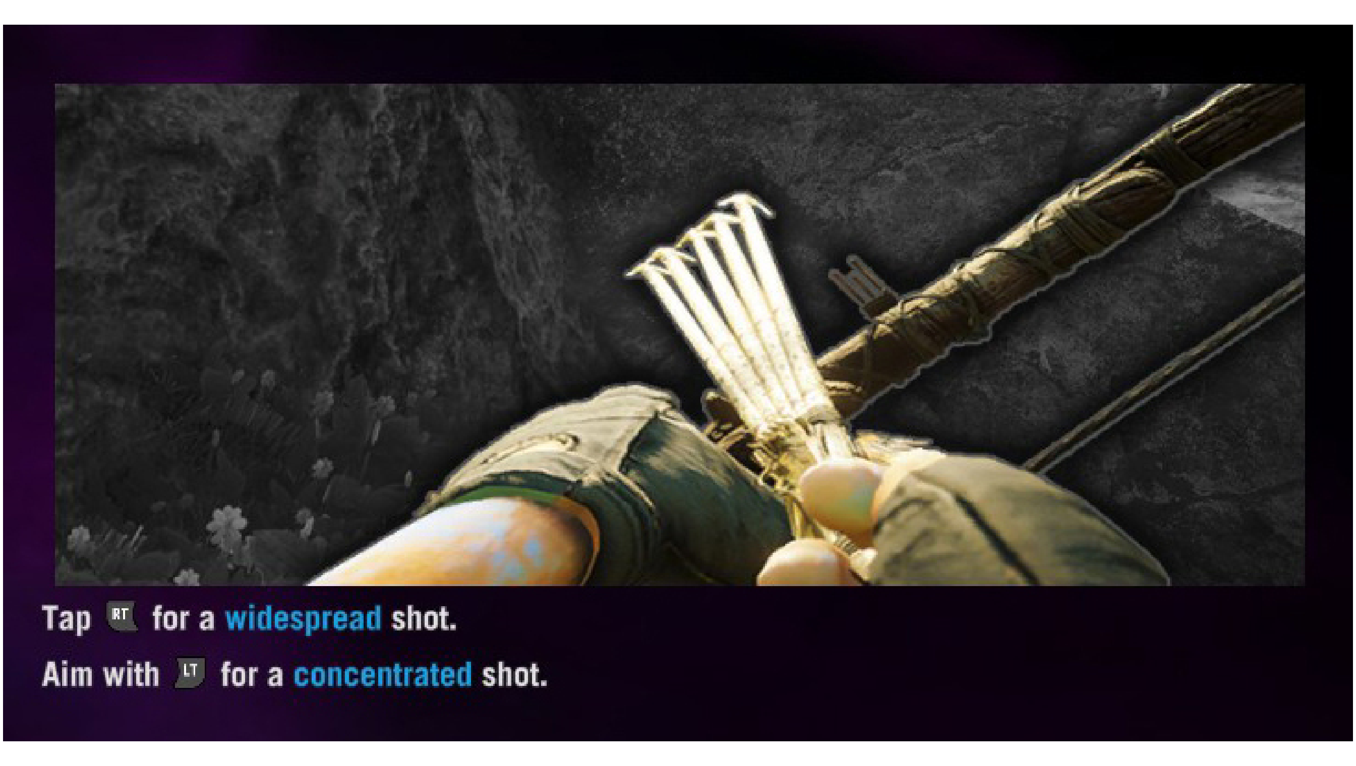
Animal Charms: Instead of grenades, Rakshasa throw charms that summon one of three animal familiars. The Black Eagle flies overhead and attacks nearby enemies, but gets few kills on its own. The Brown Bear charges enemies and takes a ton of damage to kill. And the Bengal Tiger is faster and deadlier than the bear, but not quite as durable. You earn charms automatically, but you can earn them even faster by executing disabled enemies before they can bleed out.

Elephants: All Rakshasa can ride elephants. And all elephants can flip over technicals and stomp your enemies into paste. You do the math.

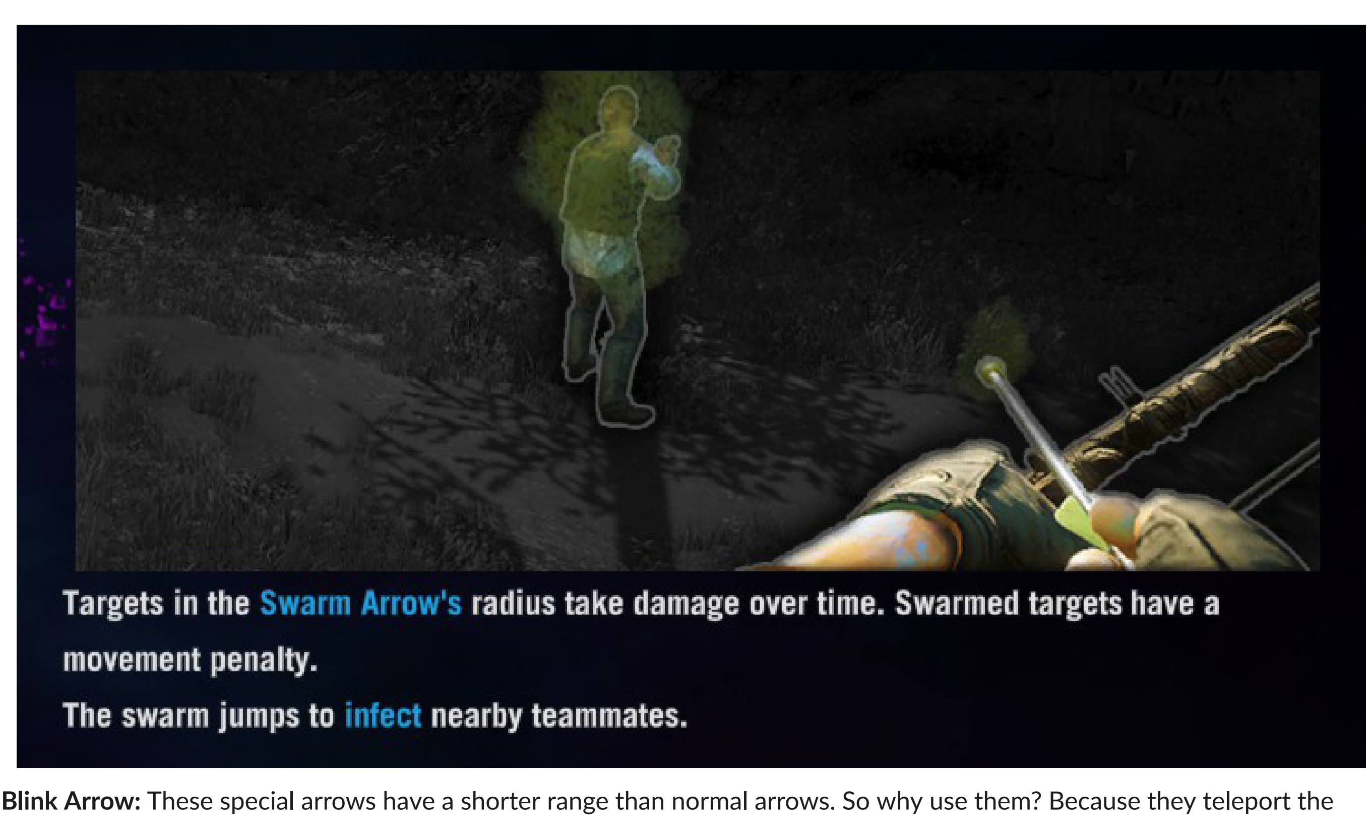
Built-in Wingsuit: All Rakshasa can also glide like Ajay in a wingsuit. Or like very large flying squirrels in eyeliner. Take your pick.



Blink Arrows teleport the shooter to their impact point. They have a shorter maximum range than normal arrows.



Tap RT for a widespread shot.
Aim with LT for a concentrated shot.



Targets in the Swarm Arrow's radius take damage over time. Swarmed targets have a movement penalty.
The swarm jumps to infect nearby teammates.

Blink Arrow: These special arrows have a shorter range than normal arrows. So why use them? Because they teleport the shooter to their point of impact, granting you tremendous mobility.

Spread Arrow: Just like in Shangri-La, the spread arrow is a wide, five-arrow volley triggered with a single pull of the bowstring. It's the Rakshasa's version of a shotgun.

Swarm Arrow: A specialized arrow that summons a swarm of deadly stinging insects to the target. The swarm damages its victim over time, and will also jump to infect nearby enemy teammates.

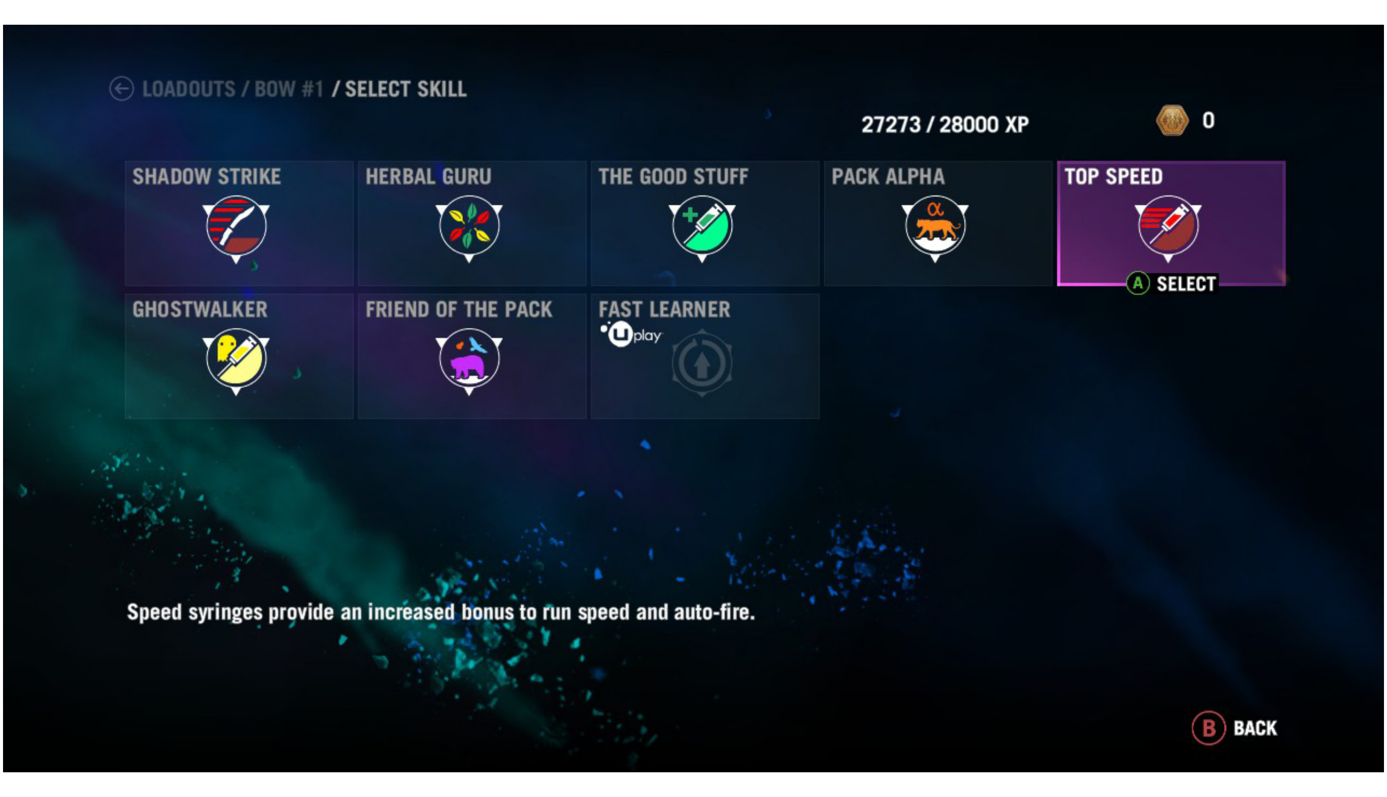
Syringes: The Rakshasa can also pick leaves to craft three types of syringe:

Ghost Syringe: Crafted from yellow leaves, these syringes enable you to send your spirit on a scouting mission around the map. Your body will still be vulnerable to damage, but your spirit is invulnerable. Your ghost form can tag enemies and detonate nearby mines when it passes over them. Plus, if you've also equipped the Ghostwalker skill, you can teleport your body to your ghost's position. It's tough to overestimate the freedom and flexibility this grants you.

Healing Syringe: Crafted from green leaves, these syringes heal all your health.

Speed Syringe: Crafted from red leaves, these syringes boost your sprinting speed.

RAKSHASA SKILLS:



Speed syringes provide an increased bonus to run speed and auto-fire.

Shadow Strike: Increases your movement speed while prowling and boosts the range of your takedowns.

Herbal Guru: Doubles the number of leaves you get from each plant you harvest.

The Good Stuff: Healing syringes give a temporary health boost.

Pack Alpha: Increases the health of any animal you summon.

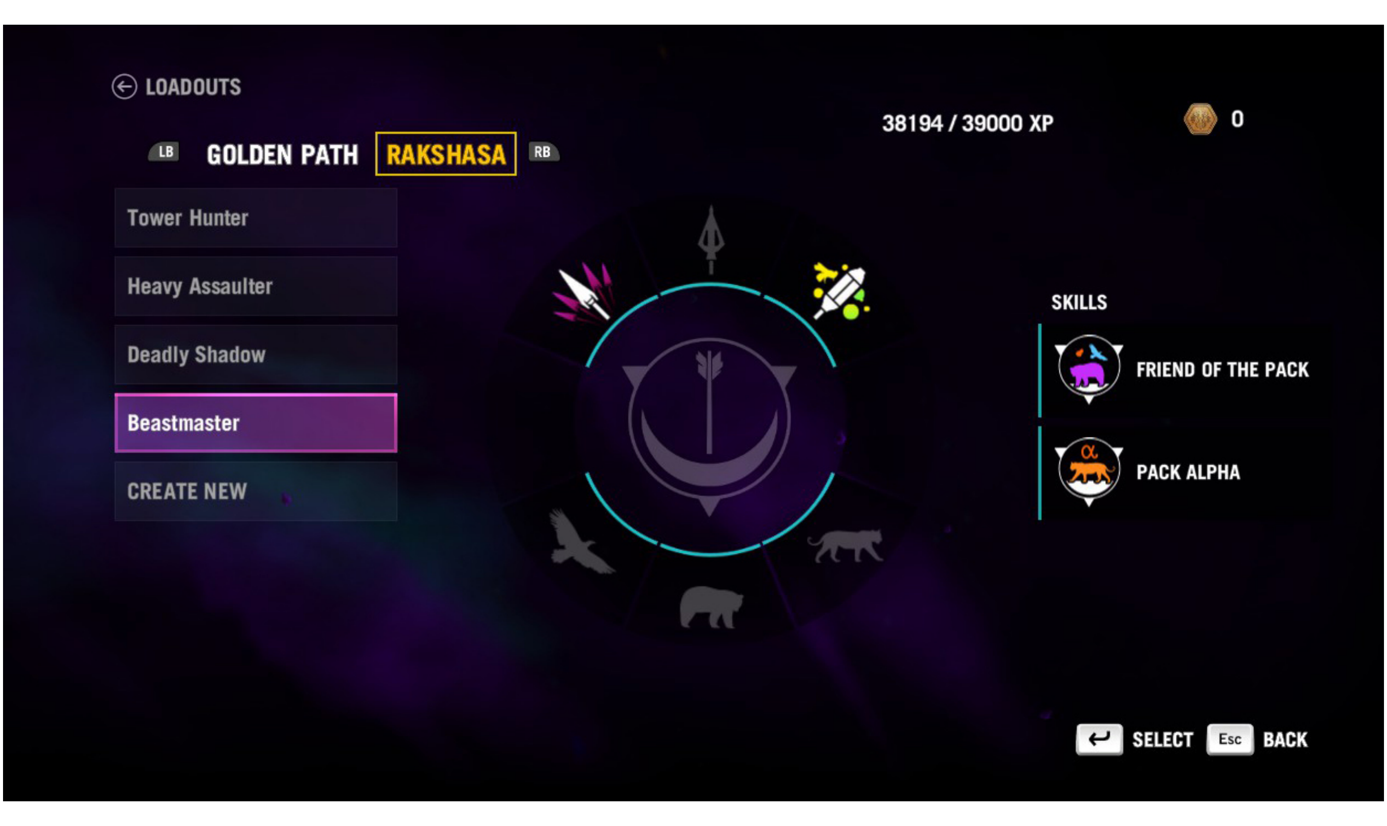
Top Speed: Speed Syringes provide an even greater speed boost and enable you to auto-fire when not zoomed.

Ghostwalker: Enables you to teleport your body to your ghost's location when using a ghost syringe.

Friend of the Pack: Reduces the time between animal charms.

Fast Learner: Increased experience gain. Must be unlocked with Uplay points.

SAMPLE RAKSHASA LOADOUTS



BEASTMASTER

- Spread Arrow
- Swarm Arrow
- Skill: Pack Alpha
- Skill: Friend of the Pack

This build is designed to maximize the utility of your animal friends—even the bees. For the full effect, don't forget to ride an elephant into battle.

TOWER HUNTER

- Blink Arrow
- Swarm Arrow
- Skill: Ghostwalker
- Skill: Top Speed

The keys to this build are mobility and stealth. Ghostwalker will enable you to park yourself and check out the enemy's location, detonating any mines they've laid to ensnare you, and even teleport right behind them. Swarm arrow is for those times when you can see the enemy crouched in a corner, just waiting for you to round the corner or stick your head up the ladder. Instead of breaking cover and giving him a free shot at your head, just plant an arrow in his general vicinity and let the swarm force him out of position. However, note that the swarm kills very slowly, so you'll still want to slide in for a takedown. (Or go with fire arrows instead, which are only slightly less stealthy.)

HEAVY ASSAULTER

- Explosive Arrow
- Fire Arrow
- Skill: Top Speed
- Skill: Large Quiver

Are you tired of waiting for your enemy to get out of the truck before you kill him? Do you think the only good enemy technical is the "just became a smoldering pile of charred, twisted metal" kind? Do you prefer your enemies not only dead, but in pieces? This is that kind of loadout.

DEADLY SHADOW

- Spread Arrow
- Blink Arrow
- Skill: Ghostwalker
- Skill: Shadow Strike

A loadout for players who like to slink in, get their kill, and disappear again, amorphous as the fog and undetectable as a shadow in the dark.

MASK HUNTER

- Swarm Arrows
- Explosive Arrows
- Skill: Large Quiver or Friend of the Pack
- Skill: Top Speed

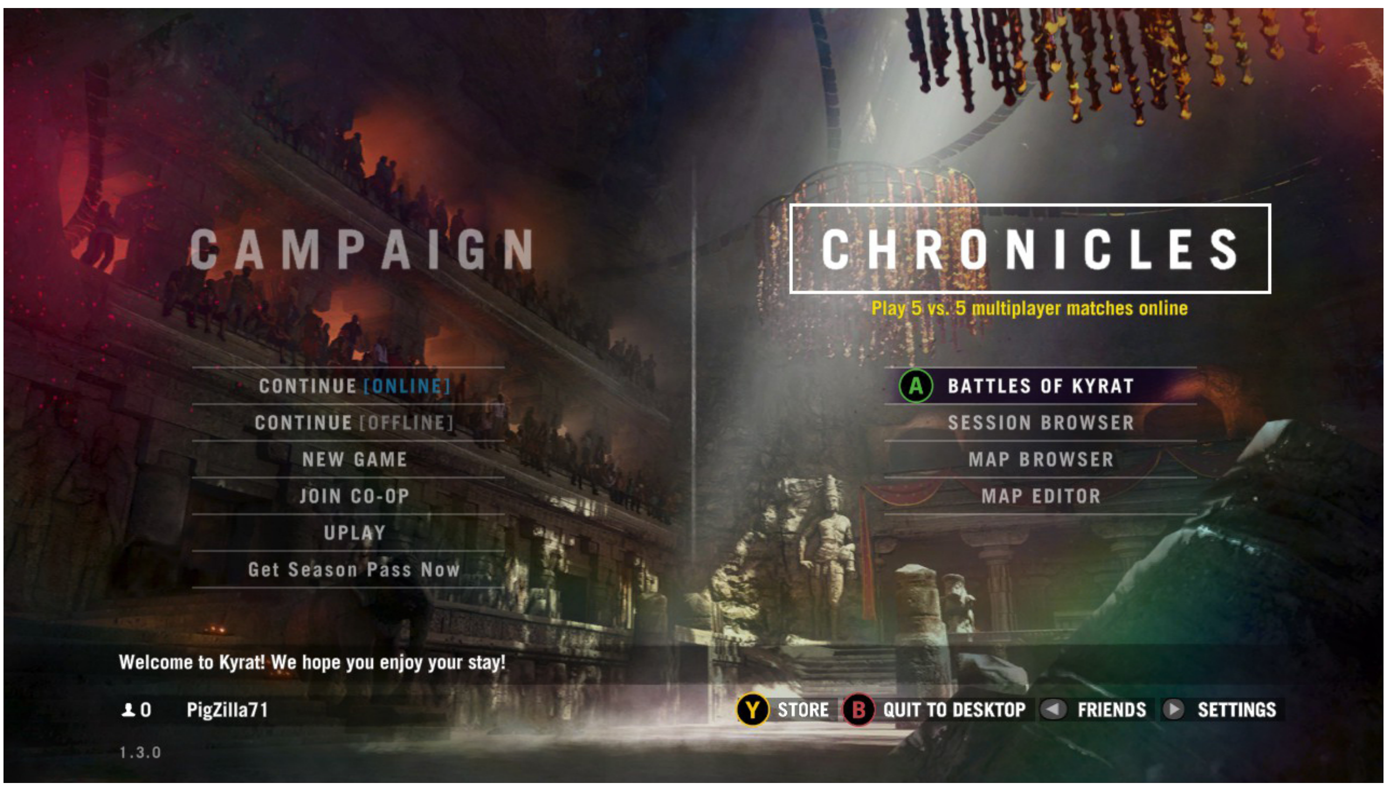
This build is tailor-made to get you the Demon Mask quickly and stop the Golden Path from getting away if the Mask falls into their hands. Slow the Golden Path down with Swarm Arrows and blow up their vehicles with Explosive Arrows. Use Large Quiver if some extra special arrows sound appetizing or use Friend of the Pack to throw out Animal Tokens faster to keep the Golden Path away from the Mask's location. Finally, top it off with Top Speed so you can get to the Mask before the Golden Path can even reach their vehicles. Combine all of these elements and you'll have yourself a speedy technician that keeps the Golden Path down and the Mask in Rakshasa hands at all times. All hail, King Min!

THE MISER

- Fire Arrows
- Blink Arrows
- Skill: Friend of the Pack
- Skill: Ghostwalker

If you find yourself spending a lot of time in the Propaganda or Outpost modes, then you might want to consider this loadout for you next battle. Taking the tower and protecting the Outpost and Propaganda sites is the name of the game here. Blink Arrows and Ghostwalker will not only help you climb the tower with ease, but it will also get you into a heavily guarded Outpost or Propaganda site with no problem at all. Use Friend of the Pack to summon your animal friends to help keep the sites you've taken, because King Min doesn't share and neither should you.

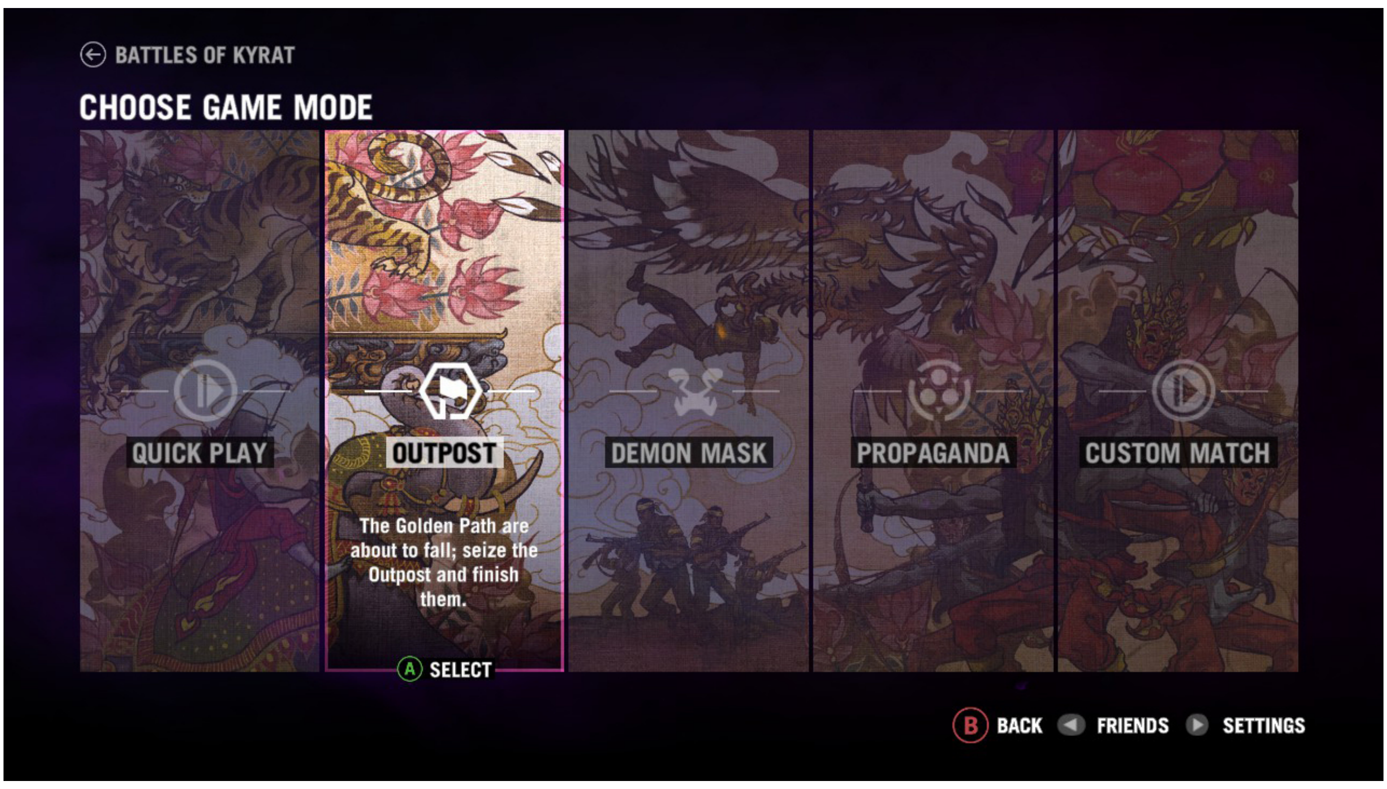
Online Game Modes


CAMPAIGN
CONTINUE [ONLINE]
CONTINUE [OFFLINE]
NEW GAME
JOIN CO-OP
UPLAY
Get Season Pass Now
CHRONICLES
Play 5 vs. 5 multiplayer matches online
A BATTLES OF KYRAT
SESSION BROWSER
MAP BROWSER
MAP EDITOR
0
PigZilla71
Y STORE
B QUIT TO DESKTOP
FRIENDS
SETTINGS
1.3.0

Welcome to Kyrat! We hope you enjoy your stay!

Far Cry 4 features several modes of online play, divided into distinct sections. The main campaign offers co-op action. Battles of Kyrat and the Session Browser offer 5 vs. 5 online matches. If you delve into the Map Browser, you can download dozens (and eventually hundreds, maybe even thousands) of user-created single-player add-on maps in four flavors: Outpost takeovers, Extraction, Hunt, and Assault (although you may not see every mode if you didn't pre-order). Finally, if you still want more after all of this, the Map Editor offers a robust level-creation tool that enables you to edit your downloaded maps or create your own from scratch.

BATTLES OF KYRAT


BATTLES OF KYRAT
CHOOSE GAME MODE
QUICK PLAY
OUTPOST
DEMON MASK
PROPAGANDA
CUSTOM MATCH
A SELECT
B BACK
FRIENDS
SETTINGS

The Golden Path are about to fall; seize the Outpost and finish them.

Battles of Kyrat is a 5-vs.-5 multiplayer mode in which the Golden Path faces off against a group of occult hunters called the Rakshasa (no relation to the bronze bird-demon from the campaign).

Your goals and abilities will differ depending upon which faction you happen to be at any given moment. However, the radio tower is always critical to success. If the tower's radio is turned on, it will broadcast the positions of every Rakshasa hunter—even those in cloaked "prowling" mode—to the Golden Path soldiers' mini-maps. If the tower's radio is turned off, the Rakshasa will not appear on the mini-maps even if they're not cloaked. It's a big deal.

OUTPOST

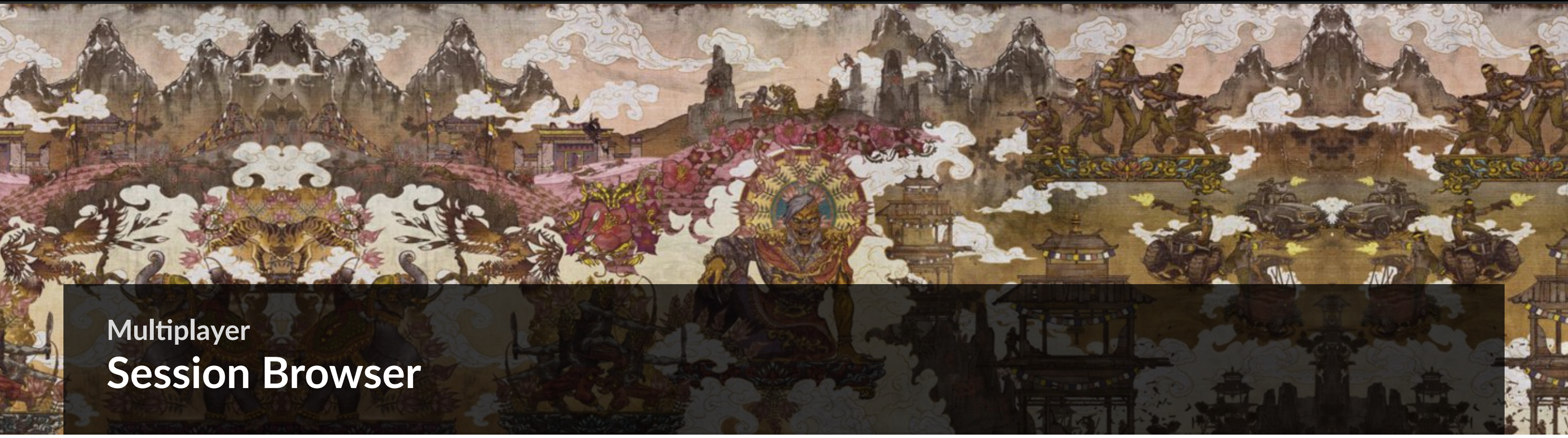
Outpost matches resemble a traditional Domination or King of the Hill match. The Golden Path occupies an outpost. The Rakshasa want to take it over, which they accomplish by standing near the outpost's flag. But the Golden Path would prefer to keep the outpost for themselves, so they shoot the Rakshasa. Things escalate.

DEMON MASK

One Demon Mask at a time spawns on the map, and the two sides compete to see who can carry it back to safety (if you're the Golden Path) or to its destruction (if you're the Rakshasa). In an added twist, the player carrying the mask actually takes on the physical appearance, but thankfully not the crude weaponry, of a demon.

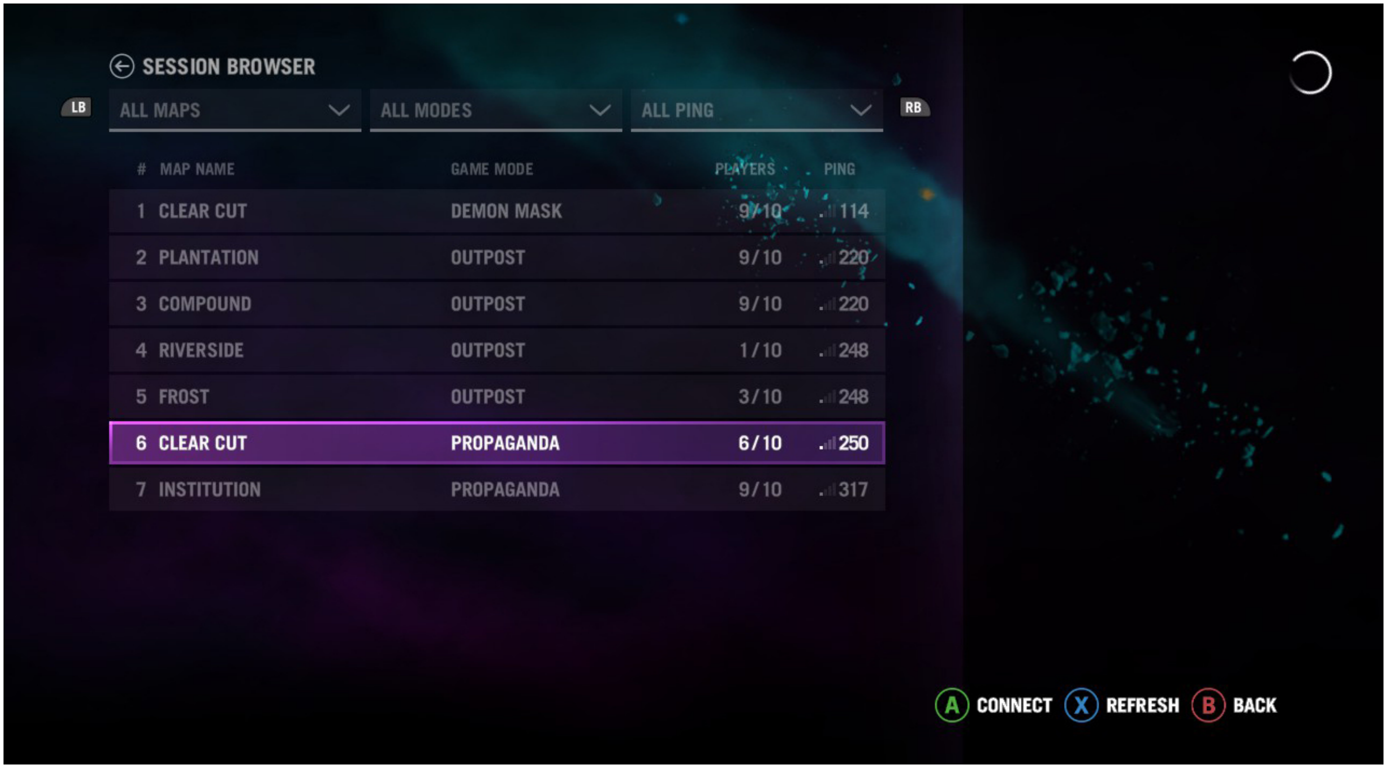
PROPAGANDA

In a propaganda match, the Golden Path attempts to set bombs on three different propaganda-producing locations on the map and defend those bombs until they detonate. Conversely, the Rakshasa, fight to protect the propaganda sites by killing the Golden Path attackers and defusing any bombs they manage to set. Can't they all just get along, you ask? No. No, they cannot.



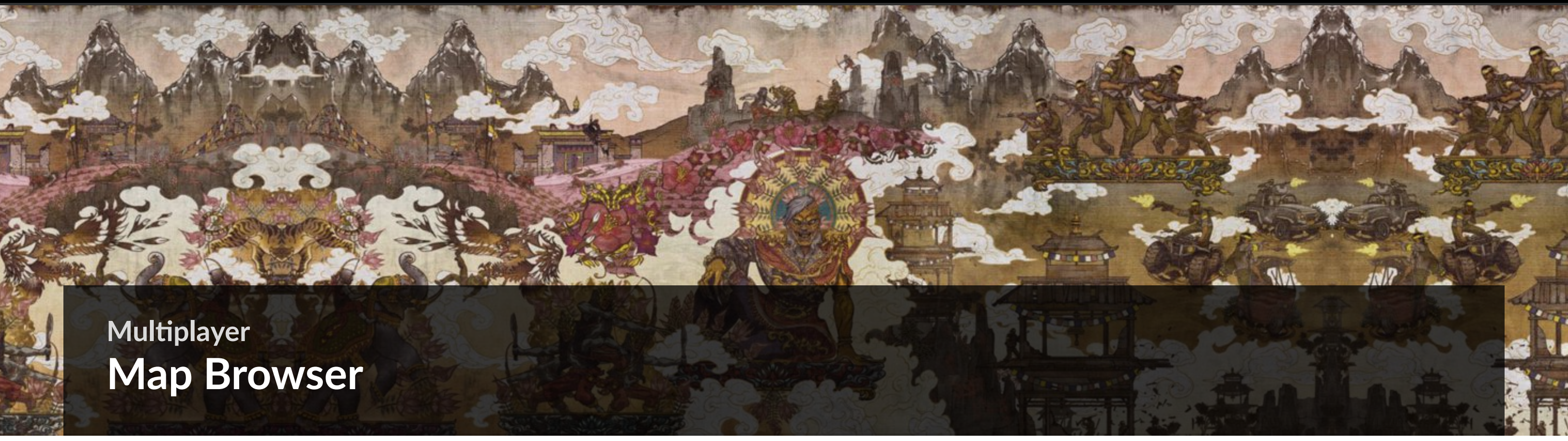
Multiplayer

Session Browser


SESSION BROWSER
LB
ALL MAPS
ALL MODES
ALL PING
RB
A CONNECT
X REFRESH
B BACK

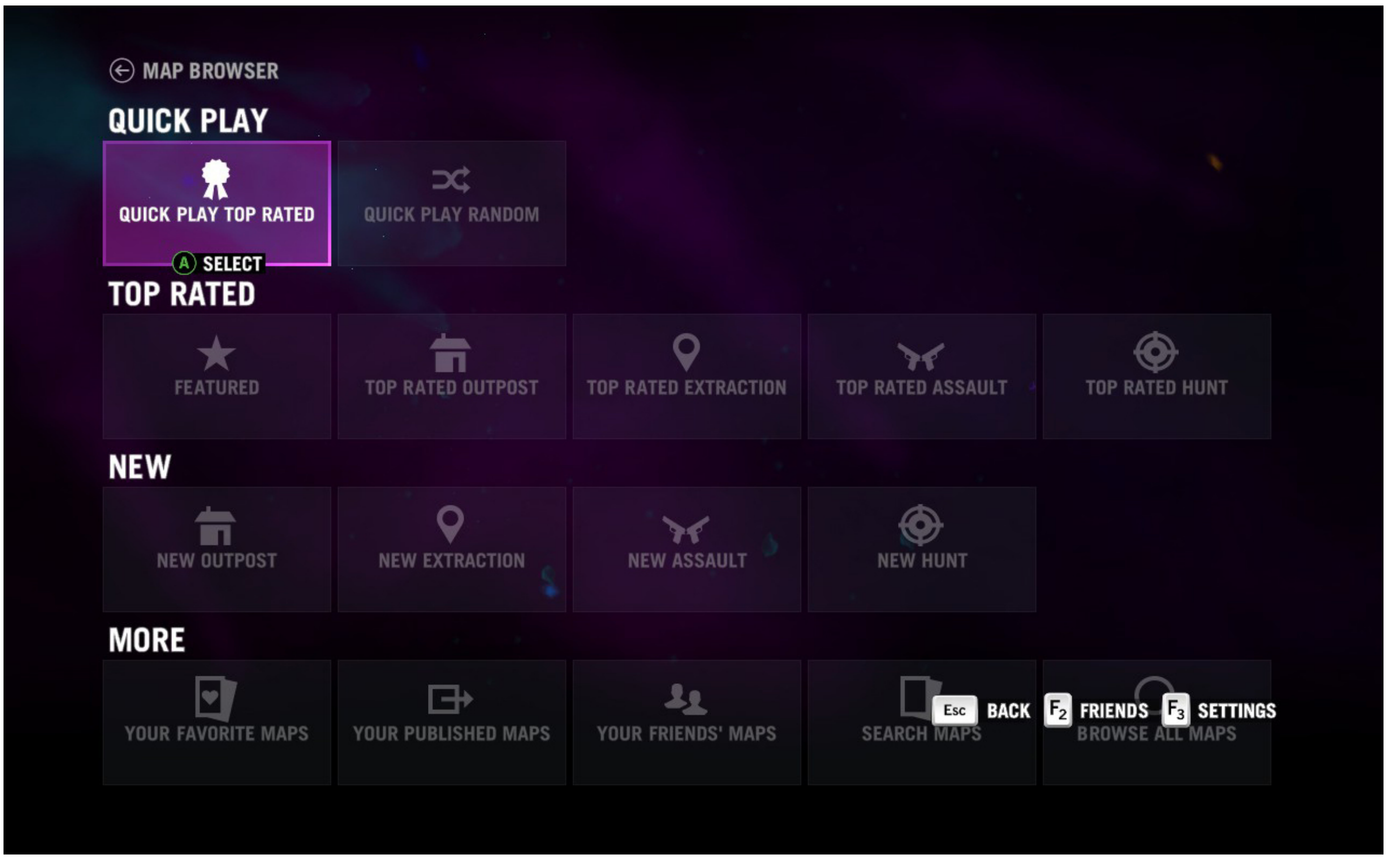
#	MAP NAME	GAME MODE	PLAYERS	PING
1	CLEAR CUT	DEMON MASK	9/10	114
2	PLANTATION	OUTPOST	9/10	220
3	COMPOUND	OUTPOST	9/10	220
4	RIVERSIDE	OUTPOST	1/10	248
5	FROST	OUTPOST	3/10	248
6	CLEAR CUT	PROPAGANDA	6/10	250
7	INSTITUTION	PROPAGANDA	9/10	317

The Session Browser is essentially an extension of Battles of Kyrat, but with more selective matchmaking tools. If you're one of those players who actually wants to know the host's ping, use the session browser. If you don't know or care what ping is, the regular Battles of Kyrat menu will probably do you just fine.

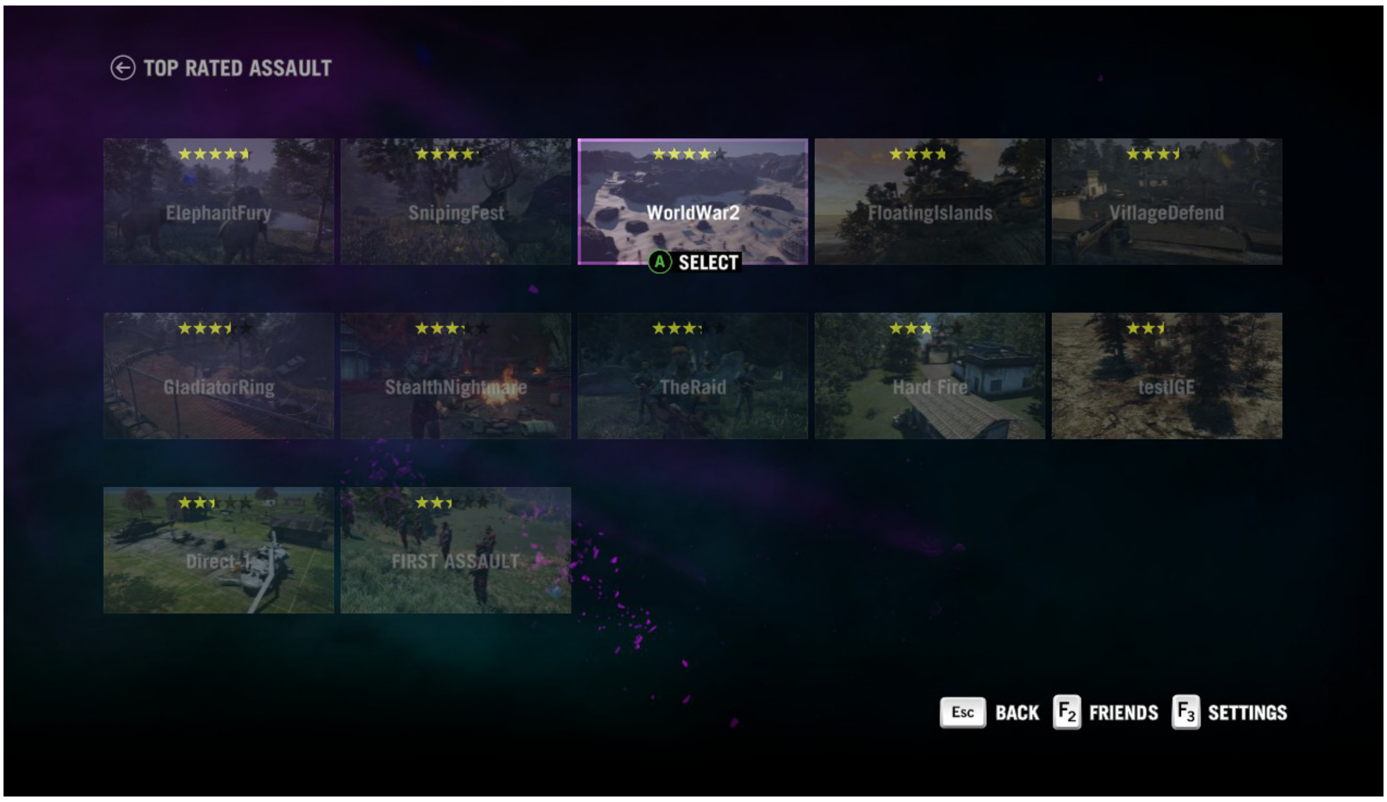


Multiplayer

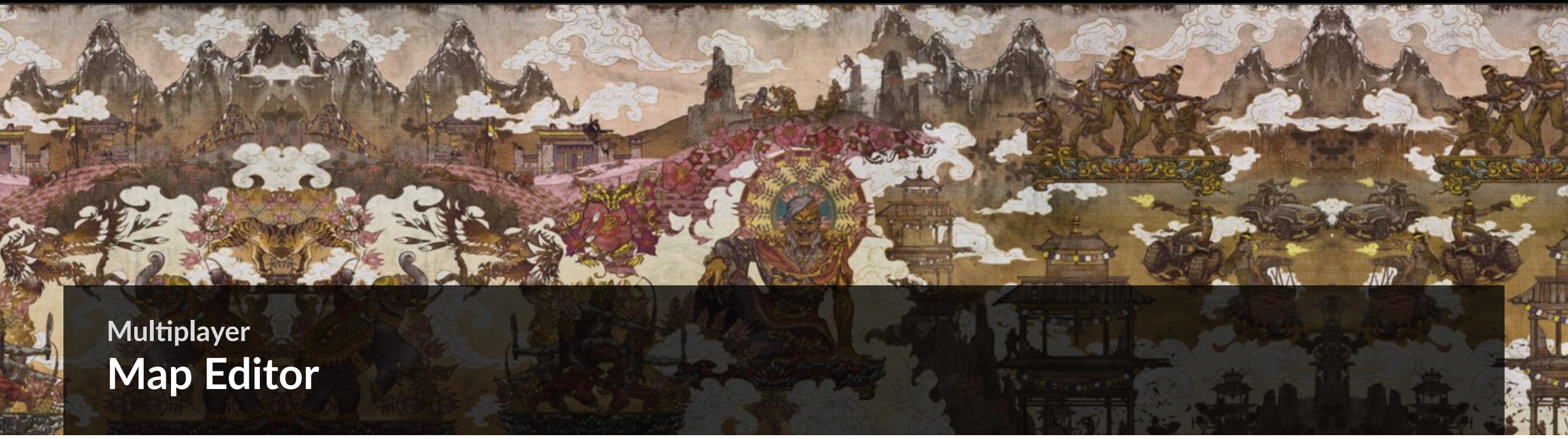
Map Browser


MAP BROWSER
QUICK PLAY
QUICK PLAY TOP RATED
QUICK PLAY RANDOM
A SELECT
TOP RATED
FEATURED
TOP RATED OUTPOST
TOP RATED EXTRACTION
TOP RATED ASSAULT
TOP RATED HUNT
NEW
NEW OUTPOST
NEW EXTRACTION
NEW ASSAULT
NEW HUNT
MORE
YOUR FAVORITE MAPS
YOUR PUBLISHED MAPS
YOUR FRIENDS' MAPS
SEARCH MAPS
BROWSE ALL MAPS
Esc BACK
F2 FRIENDS
F3 SETTINGS

The Map Browser is where you'll go to download new single-player maps created by other *Far Cry 4* players, including yourself and your friends. There are four basic types: Outpost, which are just like outpost takeovers in the campaign; Extraction, in which you have to reach an extraction point before time expires; Hunt, in which you track down and snag specific wildlife targets; and Assault, a catch-all that includes pretty much anything that involves mixing bad guys with bullets.

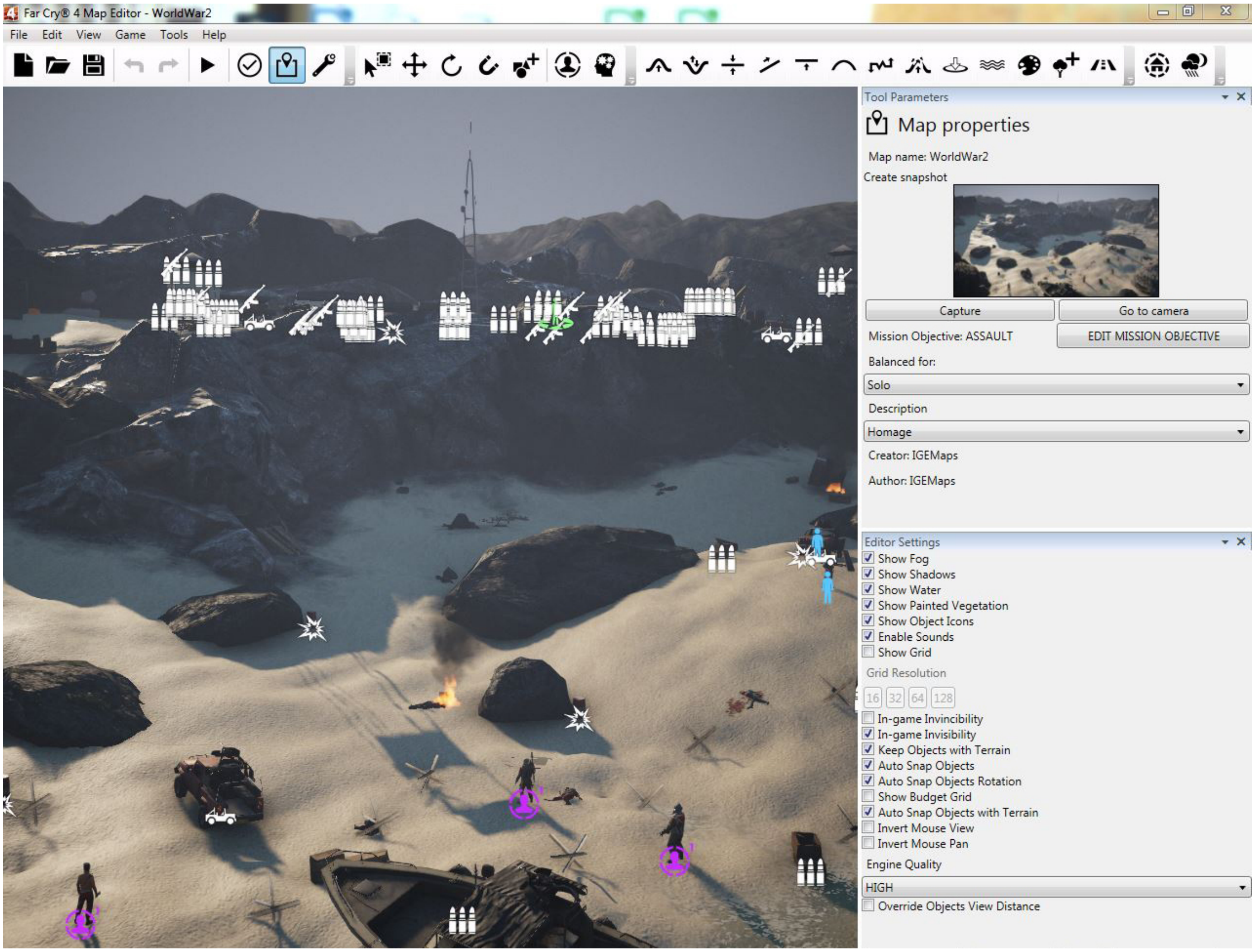

TOP RATED ASSAULT
ElephantFury
SnipingFest
WorldWar2
A SELECT
FloatingIslands
VillageDefend
GladiatorRing
StealthNightmare
TheRaid
Hard Fire
testIGE
Direct-1
FIRST ASSAULT
Esc BACK
F2 FRIENDS
F3 SETTINGS

Sure, once you get past the maps Ubisoft has already posted, the quality is going to vary a bit from map to map—user-created content always does—but there are plenty of filters and ratings in place to help you sift the awesome from the awful.



Multiplayer

Map Editor



Tool Parameters

Map properties

Map name: WorldWar2

Create snapshot

Mission Objective: ASSAULT

Balanced for: Solo

Description: Homage

Creator: IGEMaps

Author: IGEMaps

Editor Settings

- ☑ Show Fog
- ☑ Show Shadows
- ☑ Show Water
- ☑ Show Painted Vegetation
- ☑ Show Object Icons
- ☑ Enable Sounds
- ☐ Show Grid

Grid Resolution: 16 32 64 128

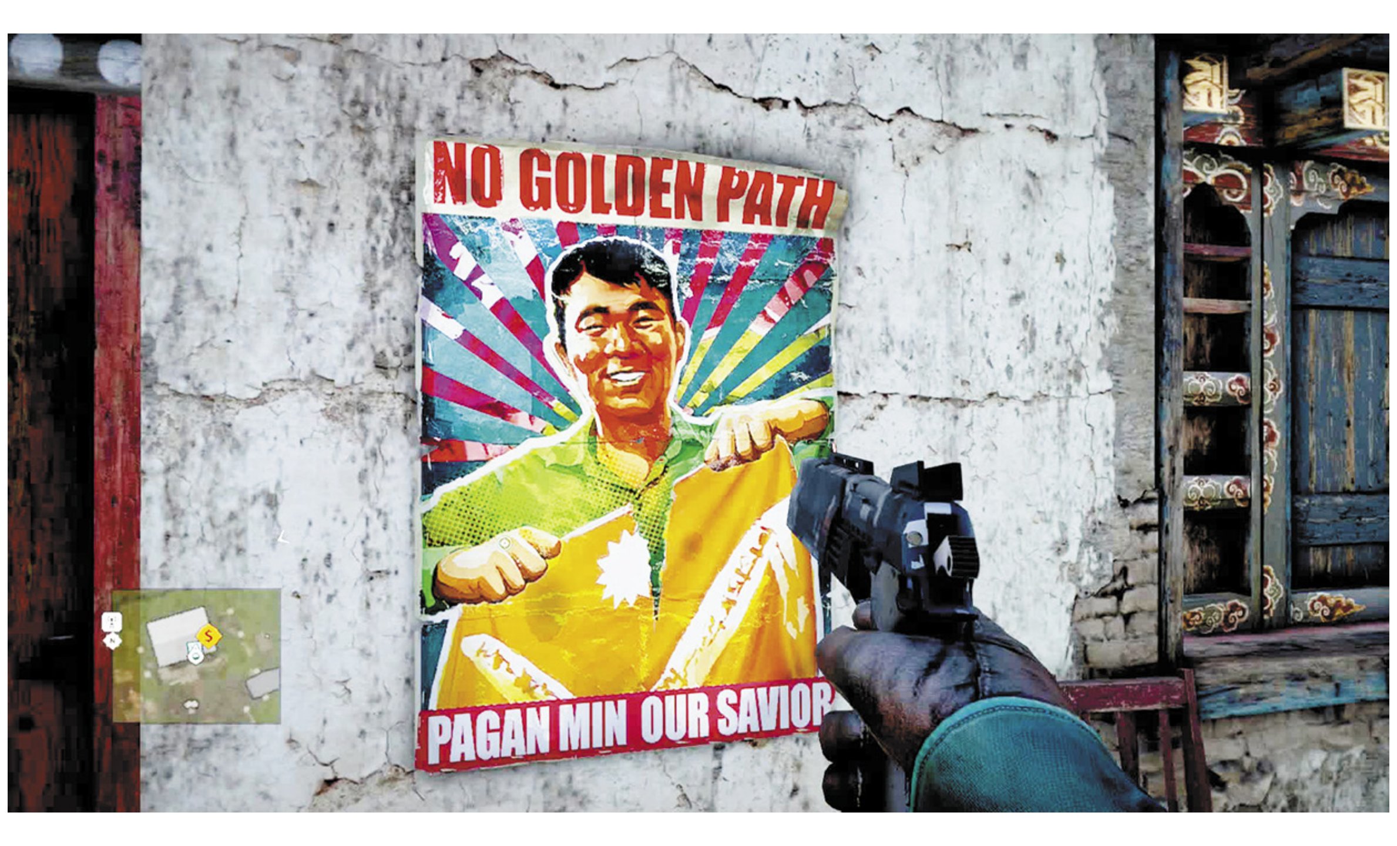
- ☐ In-game Invincibility
- ☑ In-game Invisibility
- ☑ Keep Objects with Terrain
- ☑ Auto Snap Objects
- ☑ Auto Snap Objects Rotation
- ☐ Show Budget Grid
- ☑ Auto Snap Objects with Terrain
- ☐ Invert Mouse View
- ☐ Invert Mouse Pan

Engine Quality: HIGH

- ☐ Override Objects View Distance

Feel like creating your own killbox? Then fire up the Map Editor, where you can do everything from plotting the type, number, and placement of each wave of enemies to sculpting the very terrain itself. We're not going to delve into the map editor here, simply because it's so robust it almost warrants a whole separate guide (especially the PC version). But it gives you all the tools you need to create top-notch level maps, so don't be afraid to get in there and start playing around.

Propaganda Posters



Min's gaudy art and subversive slogans cover Kyrat. Tear down any you can get your hands on, and use a fire weapon (flamethrower, flare, Molotov, fire arrow) to burn away the ones you can't reach.

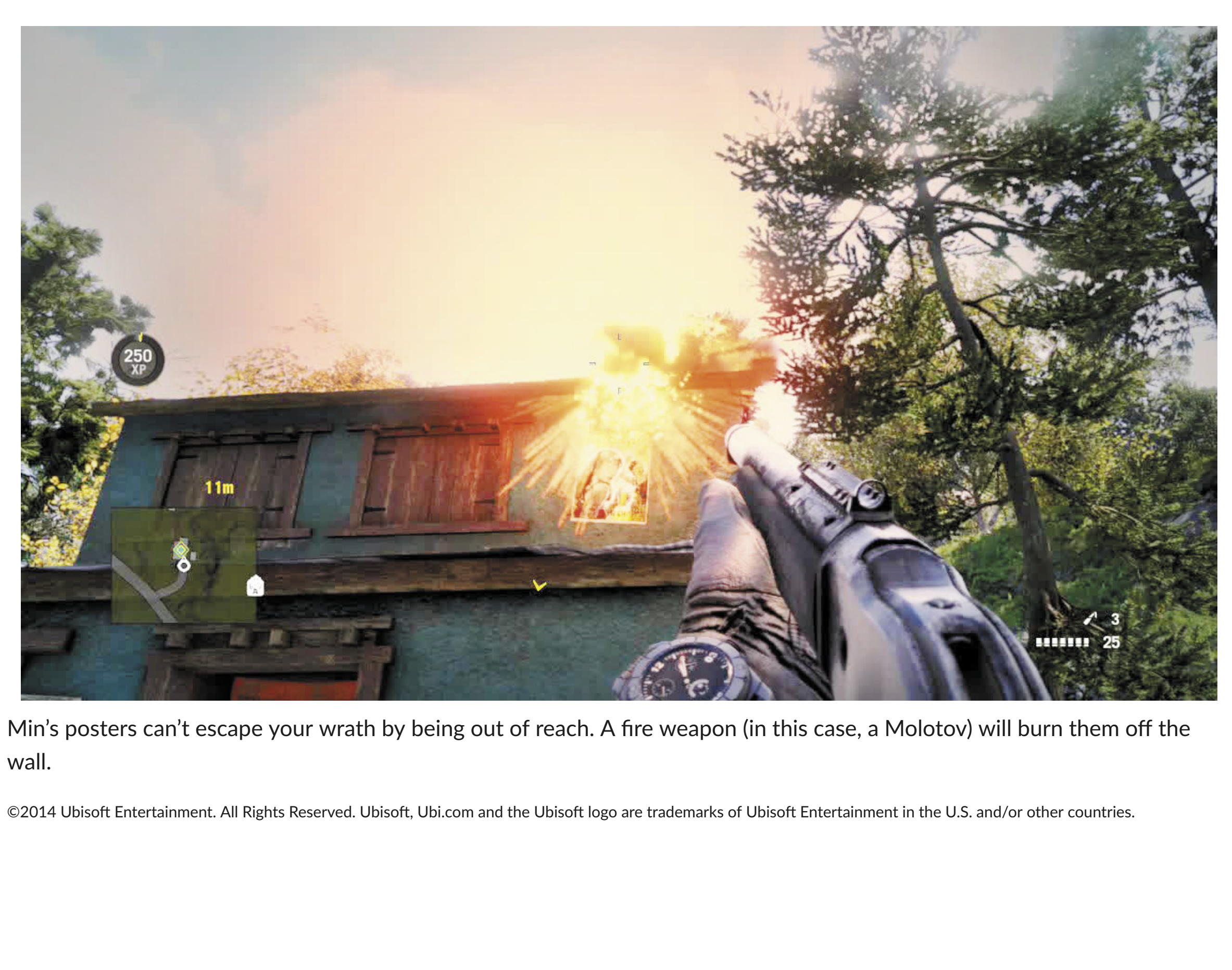
ENJOY YOURSELF YOU DESERVE IT!
LET US BE IN CHARGE

PAGAN'S ROYAL ARMY
KEEPING KYRAT SAFE

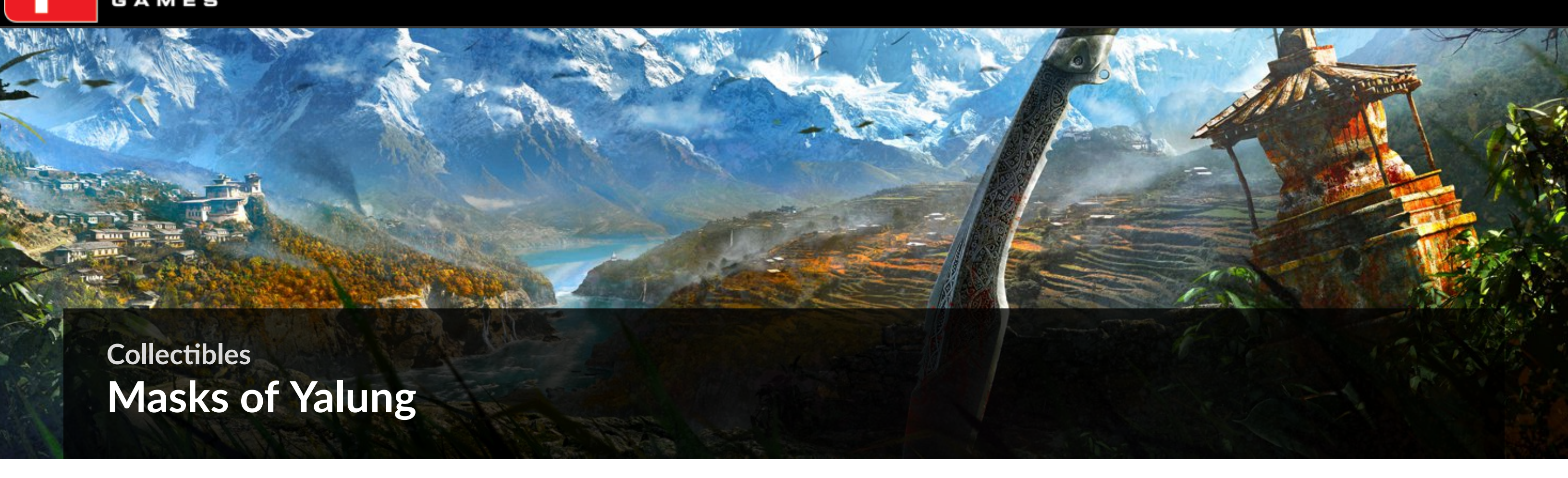
DEATH AWAITS
ESCAPEES & COLLABORATORS

Propaganda Posters

Map Coordinates	Need Fire?	Location Name	Details
x:232 y:575	N	—	On the front wall of the bell tower.
x:235 y:584	N	Jhankri Ashram	On the front wall of the house.
x:246 y:552	N	—	On the front wall of the building.
x:253 y:542	Y	Shanath Training Ground	On west wall of safe house.
x:261 y:473	N	—	On the west wall of building.
x:272 y:447	N	—	On the north wall of the bell tower.
x:283 y:541	N	Northwest of the Sherpa Forest Camp	On the north wall of the small shack housing a shrine.
x:285 y:579	N	—	Directly right of the entry gate.
x:292 y:459	N	Prabhakar's Farm	On the east wall of the building in the center of the farm.
x:297 y:426	N	Khilana Bazaar	On the north wall of the building in the middle of Khilana Bazaar.
x:301 y:546	N	Shanath Hunters	On the south wall of the shed on the east side of the compound.
x:324 y:590	N	—	On the west wall of the smaller building.
x:325 y:384	N	House of Chiffon	On the south wall of Chiffon's house.
x:331 y:476	Y	—	On the front wall of the second floor of the bell tower.
x:331 y:572	Y	Avinash Primary School	On the east wall of the school.
x:336 y:496	N	Prabin's House	On the right side of the front wall of Prabin's House.
x:338 y:516	N	—	On the east wall of the roof of the house. Climb onto the roof or burn it.
x:341 y:607	N	Aghori Ashram	On the wall directly left of the house's entrance.
x:342 y:581	N	—	On the east wall of the second floor of the bell tower.
x:346 y:421	N	Kyra Tea Farm	On the front wall of the only building in Kyra Tea Farm.
x:349 y:622	Y	Pranijagat School	On the front wall of the building on the south end of the compound.
x:350 y:465	N	Sarbajit's Raksi Still	On the west wall of Sarbajit's Raksi Still.
x:355 y:559	N	Raksi Still	On the front wall of the house.
x:356 y:656	N	—	On the eastern wall of the bell tower, midway up.
x:356 y:673	N	Sunny & Prem's Storage	On the northwest wall of Sunny & Prem's Storage.
x:369 y:400	Y	The Partisans' Clinic	On boulder to left of cave entrance.
x:373 y:367	N	—	On the front wall leading into the compound.
x:377 y:330	N	—	On the southwest wall of the house.
x:379 y:548	N	—	On the front wall of the small shed on the side of the road.
x:382 y:571	N	Shanath Breeders	On the east wall of the building in the southeast.
x:386 y:386	N	—	On the outer east wall of the bell tower, midway up.
x:387 y:674	Y	Open Hearts Clinic	On the west wall of the second floor of the safe house.
x:388 y:419	N	Shanath Poachers	On the southwest wall.
x:393 y:702	N	—	On the northeast wall of the house.
x:394 y:328	N	Kyra Tea Terraces	On north wall of the safe house.
x:394 y:501	N	Rochan Brick Co. Shipping	On right side of the south wall leading into the compound.
x:394 y:504	Y	Rochan Brick Co. Shipping	On the east wall of the safe house.
x:399 y:780	N	KEO Logistics	On the south wall of the building in the center of Keo Logistics.
x:400 y:578	N	Ocean Breeze Lab	On the north wall.
x:402 y:479	N	—	On the south wall of the building at x:402 y:479.
x:403 y:370	N	Banashur's Pyres	On the sign on the road in front of Banashur's Pyres.
x:411 y:646	N	—	Behind the boxes on the front wall of the house.
x:416 y:470	N	—	On the front wall of the house closest to the road.
x:417 y:345	N	—	On the west wall.
x:419 y:758	N	KEO Logging Camp	On wall that separates alarm pole from animal cage.
x:424 y:529	N	—	On the second-story east wall (climb onto roof to reach).
x:425 y:635	N	—	On the front wall of the shed on the northwest side of the compound.
x:427 y:675	N	Dhyangro Ashram	On the front wall of the shed on the east side of the ashram.
x:431 y:491	Y	Deepak's Millet Farm	On the front wall of the second story of the house.
x:431 y:785	N	Royal Vault IX	On the east wall of the building.
x:432 y:365	N	Oojam's Hut	On the east wall of Oojam's hut.
x:433 y:385	N	Seven Treasures Ashram	On the south wall of the building on the south side of Seven Treasures Ashram.
x:437 y:540	N	Rochan Brick Co. Storage	On the east wall of the building in the southwest corner of the compound.
x:437 y:578	N	—	On the back wall of the building near the lake.
x:437 y:815	N	KEO Gold Storage	On the north wall of the safe house.
x:439 y:302	N	Sleeping Saints	On the front gate leading into the compound.
x:439 y:541	Y	Rochan Brick Co. Storage	On the second-story wall of the building in the center of the compound.
x:439 y:559	N	—	On the shed north of the house.
x:439 y:816	Y	KEO Gold Storage	On the second floor of the east side of the safe house.
x:445 y:688	Y	Barnali's Textiles	On the south wall of the second story of the northern-most house of Barnali's Textile.
x:447 y:452	N	Kheta Manor	On the front wall of the safe house.
x:449 y:318	N	—	On the inside wall of tiny shed.
x:447 y:607	N	Shanath	On the front wall of the shop in Shanath.
x:450 y:777	N	—	On the front wall of the bell tower.
x:453 y:296	N	Sleeping Saints	On the back wall of the compound, on the raised level where you make your stand.
x:459 y:821	N	—	On the north wall of the building in the northwest corner of the area.
x:464 y:624	N	—	On the south wall of the building on the north side of the road.
x:469 y:330	Y	—	On the northeast wall of the of the bell tower, midway up.
x:325 y:304	N	—	On the southeast wall of house.
x:471 y:567	N	—	On the bell tower wall's ground floor, east side exterior.
x:473 y:495	N	Banashur's Song	On the northwest wall of the structure housing the mani wheel.
x:476 y:682	Y	—	On outer west wall of bell tower, midway up.
x:477 y:324	N	Abandoned Jheel	On the right side of the northwestern entrance gate of the Abandoned Jheel.
x:483 y:460	N	Kyra's Meditation	On left side of the eastern wall of the stairs that lead up to the giant statue of Kyra.
x:490 y:800	Y	—	On the east side of the banner hanging over the road.
x:490 y:814	Y	Shining Minds Academy	On the south second-story wall of the academy.
x:491 y:761	Y	Utkarsh	On the west wall of the building on the north side of Utkarsh.
x:493 y:758	Y	Utkarsh	On the entrance on the east side of Utkarsh.
x:499 y:370	N	Tirtha	On the northeast wall of the two-story building with the balcony.
x:502 y:605	N	Rochan Brick Co. Offices	On the east wall of the office.
x:506 y:431	N	Varshakot	On the right wall of the warehouse in the southeast corner.
x:506 y:634	N	—	On one of the Pagan Min billboards directly south of the bridge.
x:511 y:431	Y	Varshakot	On the front wall of the second floor of the safe house.
x:520 y:444	N	—	On the southeast wall of the house.
x:521 y:731	N	—	On the northwest wall of the building.
x:526 y:701	N	Bride River Hamlet	On the northeast second-story wall of the building in the southwest corner of the hamlet (climb onto 1F roof to reach).
x:527 y:771	N	Trethewey Homestead	On the northeast wall of the building on the west side of Trethewey Homestead.
x:529 y:654	N	Sealed KEO Mine	On the sign in front of the mine.
x:539 y:682	N	—	On the southeast wall of the building.
x:537 y:809	Y	Bhirabata Outpost	On the front wall of the building on the east side of the outpost.
x:548 y:432	N	—	On the western wall of the building at x:548 y:432.
x:553 y:455	N	—	On the eastern wall to the left of the stairs that lead up to the shrine.
x:553 y:533	Y	Royal Raksi Brewery	On the east second-story wall of the building across from the safe house.
x:553 y:650	N	South Jalendu Checkpoint	On the northeast wall of the building on the southwest corner of the checkpoint.
x:555 y:747	N	Pokhari Ghara	On the northwest wall of the building on the east side of Pokhari Ghara.
x:559 y:784	Y	—	On the north exterior wall of the bell tower, above the first roof "skirt".
x:561 y:790	N	—	On the front wall of the house directly north of the bell tower.
x:563 y:604	Y	Ratu Gadhi	On the east wall of the safe house.
x:565 y:811	Y	Devi Temple Ruins	On the east second-story wall of the Devi Temple Ruins.
x:567 y:636	N	—	On the front wall of the first floor of the bell tower.
x:571 y:708	N	—	On the west wall of the building.
x:587 y:823	Y	—	On the south second-story wall of the building.
x:604 y:690	N	—	On the south wall of the shed.
x:606 y:706	Y	Royal Guard Kennels	On the south second-story wall of the southeast building.
x:606 y:771	N	Trethewey's Cabin	On the south wall of the cabin.
x:622 y:745	N	—	On the east wall of the building.
x:623 y:631	N	—	On the west wall of the building.
x:629 y:660	Y	—	On the northwest wall of the building.
x:636 y:617	N	—	On the board inside the tent.
x:642 y:758	N	—	On the east wall of the building.
x:648 y:805	N	—	On the south wall of the building.
x:656 y:805	N	—	On the northeast wall of the first floor of the bell tower.
x:656 y:805	Y	—	On the southwest exterior wall of the second story of the bell tower.
x:658 y:620	N	—	On the southeast wall.
x:663 y:664	N	Anjali's Bakery	On the east wall.
x:668 y:764	N	Sahi Jile Checkpoint	On the northwest wall of the safe house.
x:669 y:763	Y	Sahi Jile Checkpoint	On the south second-story wall of the safe house.
x:670 y:643	N	—	On the north exterior wall of the bell tower, around the corner from the mortar.
x:674 y:701	N	Shikharpur	On the west second-story wall of the safe house. Climb on the animal cages or burn it.
x:685 y:840	N	The Royal Fortress	On the west wall along the road leading into The Royal Fortress's interior.
x:688 y:846	N	The Royal Fortress	On the wall on the northwest side of The Royal Fortress's exterior.
x:692 y:624	Y	KEO Pradhana Mine	On the south wall of the safe house.
x:700 y:764	N	—	On the north wall of the building.
x:702 y:591	N	—	On the lower north wall of the two-story house in the area.
x:720 y:698	N	Royal Vault III	On the south wall of the house near the vault entrance.
x:721 y:648	N	—	On the front wall of the building.
x:736 y:785	N	—	On the south wall of the building.
x:748 y:673	N	Shining Minds Seminary	On the west wall of the house in the center of the compound.
x:755 y:599	Y	—	On the east second-story wall of the building on the east side of the compound.
x:762 y:698	N	—	On the south wall of the tunnel.
x:765 y:599	N	—	On the northeast wall of the house.
x:766 y:761	N	—	On the west wall of the first floor of the bell tower.
x:767 y:760	N	—	On the east wall of the bell tower, above first roof ring.
x:777 y:687	N	—	On the west wall of the first floor of the bell tower.
x:778 y:687	Y	—	On bell tower's north wall, above first roof ring.
x:778 y:796	N	—	On the north second-story wall of the building on the northeast side of the compound. You need to either burn it or you can jump on the boxes directly below it and pull it down that way.
x:779 y:770	N	Machali Village	On the west wall of the building at x:779 y:770 inside the village.
x:783 y:605	N	Lhumtse Barracks	On the northwest wall of the safe house.
x:787 y:604	N	Lhumtse Barracks	On the south wall of the building on the east side of the barracks.
x:795 y:730	N	—	On the south wall of the building.
x:801 y:728	N	Namboche Monastery	On the sign in front of the road west of the monastery.
x:801 y:726	N	Namboche Monastery	On the inside wall of the tunnel leading into the monastery
x:804 y:693	Y	Gautami's Retreat	On the east second story wall of Gautami's Retreat.
x:808 y:661	N	Border Observation Post	On the south wall of the building in the southwest corner of the post.
x:809 y:784	N	Rajgad Gulag	On the south wall of the building in the center of Rajgad.
x:810 y:663	N	Border Observation Post	On the northeast wall of the building south of the safe house.
x:811 y:616	N	—	On the north wall of the building.
x:811 y:781	Y	Rajgad Gulag	On the outer wall, to the right of the south entrance gate.
x:812 y:788	N	Rajgad Gulag	On the east wall of the building at the highest point of the fortress.
x:813 y:664	N	Border Observation Post	On the southeast wall of the building southeast of the safe house.



Min's posters can't escape your wrath by being out of reach. A fire weapon (in this case, a Molotov) will burn them off the wall.



Collectibles

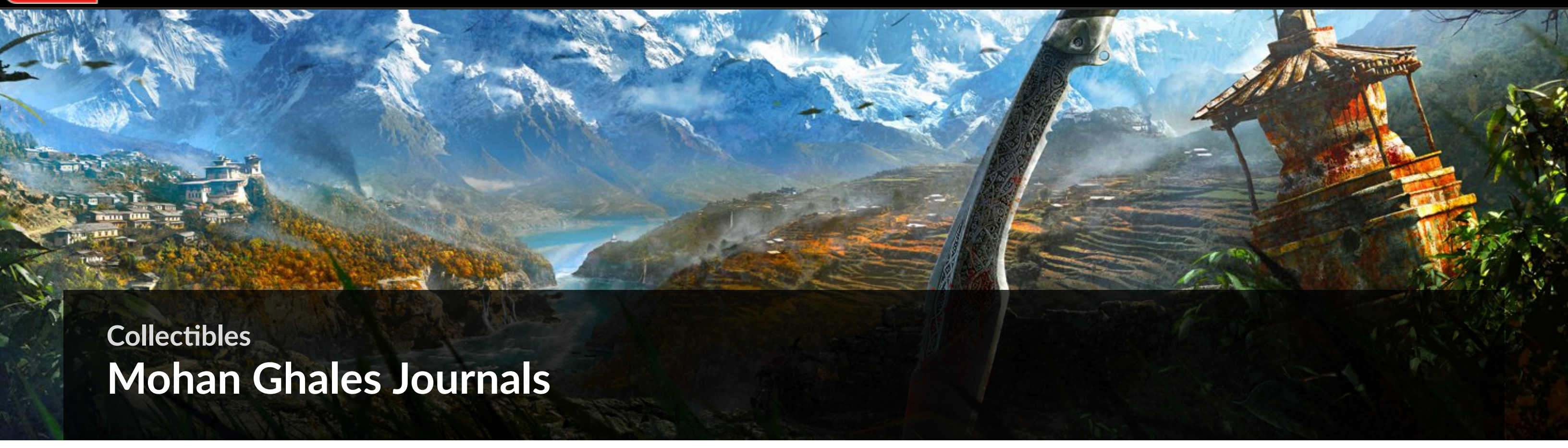
Masks of Yalung

The macabre calling cards of a serial murderer, the fifty-five Masks of Yalung are some of the trickiest collectibles in Kyrat to track down. They can hide out on false ceilings, underwater, in lanterns—basically anywhere. The good news is, you don't have to grab them. You just have to destroy them. So if you see one in the distance, you can just put a cap in it rather than spend time figuring how to get to it. Finding masks nets you Guns for Hire tokens, and finding every one of the creepy demon faces will earn you unlimited tokens.

Hold breath

Masks of Yalung

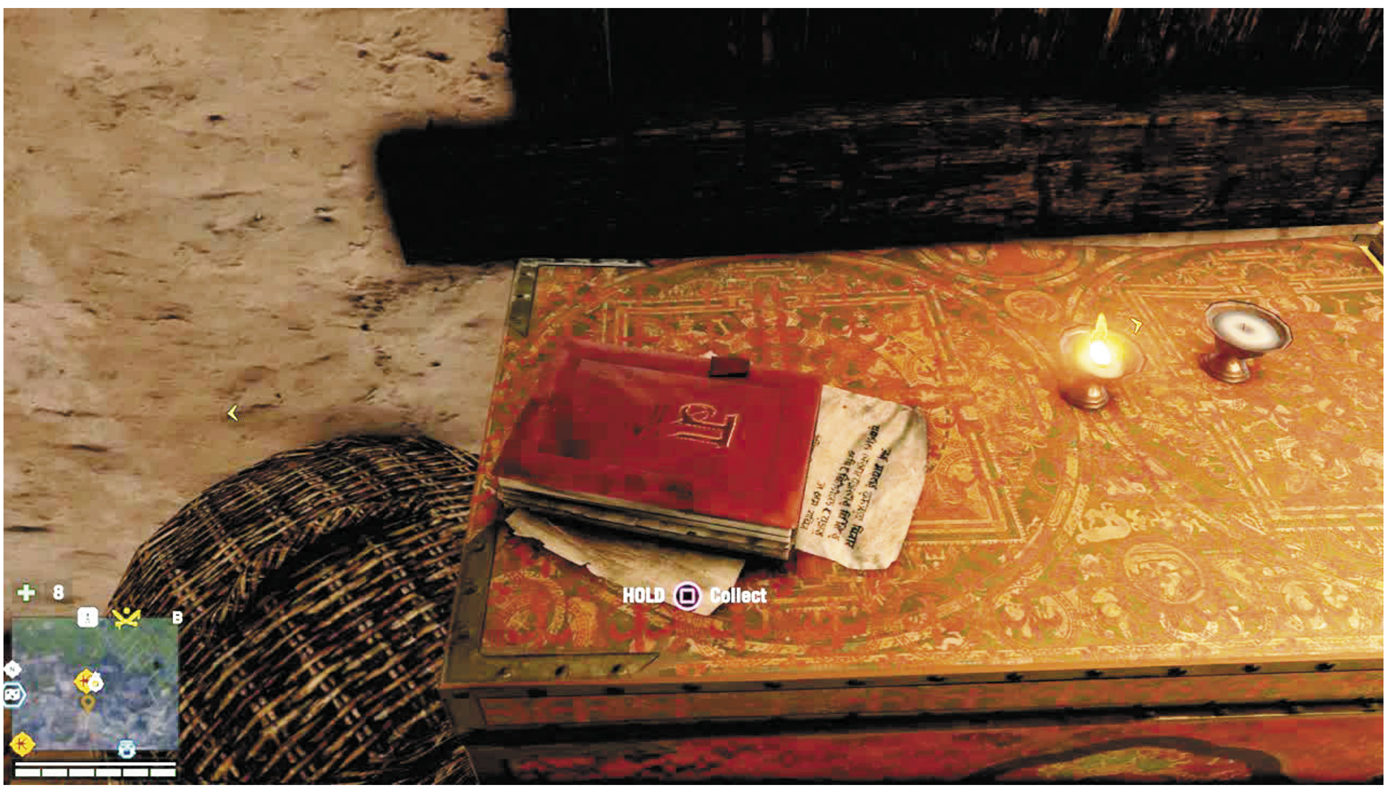
Map Coordinates	LocationName	Details
x:200 y:533	Bagmati Camp	On a rock in the middle of the stream just east of the body, underneath the foliage.
x:205 y:415	Ettan's Shack	Underneath the bed on the east side of Ettan's Shack.
x:209 y:479	Army Supply Flight 2412	On the body behind the boulder at x:206 y:481, just northwest of the plane wreckage.
x:210 y:568	North of Danger Dashed	On the riverbed at x:208 y:567.
x:221 y:618	Yalung's Soul	Climb up the opening in Yalung's Soul to reach a shrine. The mask is on the ceiling of the shrine, in front of the statue. Shoot it to claim it.
x:236 y:478	Yalung's Skull	On a boulder in the back of the cave.
x:260 y:394	Army Supply Flight 2911	On the bed of the lake near the wreckage of the plane.
x:267 y:552	Yakshini's Flesh	On the table with the red cloth covering in the back of the cave.
x:269 y:496	Kalasha Ashram	In the cave behind the tent.
x:310 y:567	Rochan Delivery Wreck	In front of the rock in the middle of the river just before the waterfall.
x:311 y:482	Satish's Sad Room	In the farthest cell on the upper level of the cave. Shoot or hit with Molotov to claim.
x:313 y:298	Yalung's Tears	In the small body of water underneath the waterfall.
x:320 y:361	Army Supply Flight 2707	Behind the wing of the plane that is leaning up against the cliff.
x:325 y:589	—	On top of the shelves on the south side of the house.
x:356 y:440	—	On the front of the boat.
x:356 y:558	Raksi Still	In the cage leaning up against the northeast wall of the house.
x:360 y:521	Yalung's Heart	In the shallow body of water inside the cave.
x:361 y:336	Watery Grave	On the bed of the lake near the bone pile.
x:372 y:400	The Partisans' Clinic	On a body on a gurney in the back of the cave.
x:388 y:421	Shanath Poachers	In the cage with a single dead lion on the north side of the house.
x:399 y:781	KEO Logistics	In the dresser drawer between the two bunk beds on the second story of the house.
x:413 y:541	—	Off southwest corner of bridge.
x:415 y:605	Yalung's Stomach	Enter Yalung's Stomach at x:418 y:604 and proceed to the back of it. The mask is sitting on a skeleton lying on the elevated rocks in the back of the cave.
x:417 y:469	—	On top of a set of shelves on the south side of the house closest to the road.
x:422 y:392	Kyra's Respite	Climb up the grapple point at x:423 y:390 and look over southwest edge to see mask and letter on lower platform.
x:425 y:674	Dhyangro Ashram	On top of the small shrine inside the house.
x:443 y:374	—	On the bottom of the pond on a rock directly in front of the white car.
x:451 y:515	Shanath Trappers	Inside the uncovered cage on the west side of Shanath Trappers. The mask is right next to the dead body.
x:458 y:638	—	Underneath the bed frame inside the house.
x:460 y:379	Kyra's Tranquility	Enter Kyra's Tranquility and head toward the statue in the back right corner of the cave. The mask is in the statue's hands.
x:472 y:419	Cragway Rest	Approach from the northeast to find the mask on a corpse on a ledge above Cragway Rest.
x:473 y:705	Yakshini's Bondage	At the bottom of the pit in the back of the cave. Enter the cave at x:473 y:699, then walk down the stairs at the top of the pit and you'll find the mask on a corpse.
x:473 y:496	Banashur's Song	In the tower-like object to the left of the stairs leading up to the large mani wheel. The mask is inside the hole on the west side of the tower-like structure.
x:488 y:396	Fahmida's House	On the bottom of the well on the north side of Fahmida's House. Jump down the well and dive to the bottom of the water to find the mask.
x:519 y:808	—	From Bhirabata Outpost, go straight west until you reach cliffside ruins. Slide gently off cliff, aiming toward shattered boards on rocks at base of tree a short way south. Mask is on skeleton in wooden box near rocks.
x:524 y:393	Lakeside Sherpa Camp	On top of the west side of the boulder right next to the tent.
x:528 y:434	—	In wrecked boat resting at bottom of river.
x:531 y:484	—	Start by climbing the grapple point at x:523 y:514. Head up the hill to the grapple point at x:527 y:503. Climb the grapple point to the top of the cliff, then head up the hill while hugging the mountain wall on your right. After a short trek, you'll see an opening in the mountain. Head there and climb up the rope-covered ledge, then immediately look to your left and climb up another rope-covered ledge. Head to the other end of the platform and you'll find the mask on a corpse.
x:536 y:693	Jalendu Falls	On the riverbed in front of the falls.
x:565 y:809	Devi Temple Ruins	Underneath the row of boards leaning against the low cement wall (the remains of a house) near the center of the blue circle on the mini-map.
x:592 y:703	Ma'untena Ghari Shrine	On the statue on top of the table inside the shrine.
x:595 y:644	South of Eagles' Nest	Inside the beached boat.
x:626 y:710	Ila's Roost	In the back of Ila's Roost (a cave situated high in the cliffs. Drive up the hills to its west and grapple down).
x:642 y:676	Drunk Kanak's Truck	On the riverbed directly in front of the submerged truck.
x:670 y:820	Dead Man's Triangle	Head around the giant boulder to the right side of the white truck.
x:680 y:723	—	On the south side of the boulder that the broken white car is leaning against.
x:688 y:677	Cave of the Dead	Climb the grapple point at x:692 y:677 and head right, into the cave. Scale down using the grapple point to reach the cave's lower level. You'll find the mask in the bone pile on the ground ahead.
x:708 y:627	The Goat's Lair	The mask is in an underground cave beneath the house at The Goat's Lair. Go behind the house and hook on to the grapple point at the top of the well. Grapple down to the cave floor, head down the stairs, and you'll find the mask in a cell to the left of the statue. Hit with a Molotov to claim.
x:710 y:778	Sapha Pond	On the left side of the small tower-like structure on the left of the cave entrance.
x:746 y:673	Shining Minds Seminary	On a body on the outside corner of the building in the northeast corner of the compound.
x:753 y:709	—	To reach this mask, start by climbing up the hill at x:755 y:702. Take a right at the top of the hill and climb up the small ledge with vines draped over it. Climb up the vines ahead, then take a left. As you walk up the hill you'll see a small white building to your right. Hang a right at the fork up ahead to reach the white building. The mask is in the fire pit on the building's west side.
x:756 y:780	Ska'l Cave	Climb up the grapple point at x:758 y:783 and climb up the rope-covered ledge. Head to the back of the Ska'l Cave and you'll find the mask on top of a pile of boulders at the back of the cave.
x:759 y:724	Sky Burial	The mask is at the highest point of the mountain. There are a few ways to get up there, but your best bet is to set a waypoint at x:759 y:724 and take every path that increases your elevation (the grapple up from the road at x:743 y:715 is a fair starting point). The mask is on a corpse on the east side of the peak out in the open, so the hard part is just getting to it.
x:796 y:677	Medicinal Poacher	On the east side of the building is an animal cage with a dead body in it. Between the cage and the building is the mask. Jump on the small wall to the left of the cage to get a good look at the mask.
x:832 y:682	Asru Cave	Head up the stream toward Asru Cave at x:828 y:682. Head behind the waterfall and hook to the grapple point on the ceiling. Climb up and swing onto the platform ahead. The mask rests beside the corpse of a sniper.



Collectibles

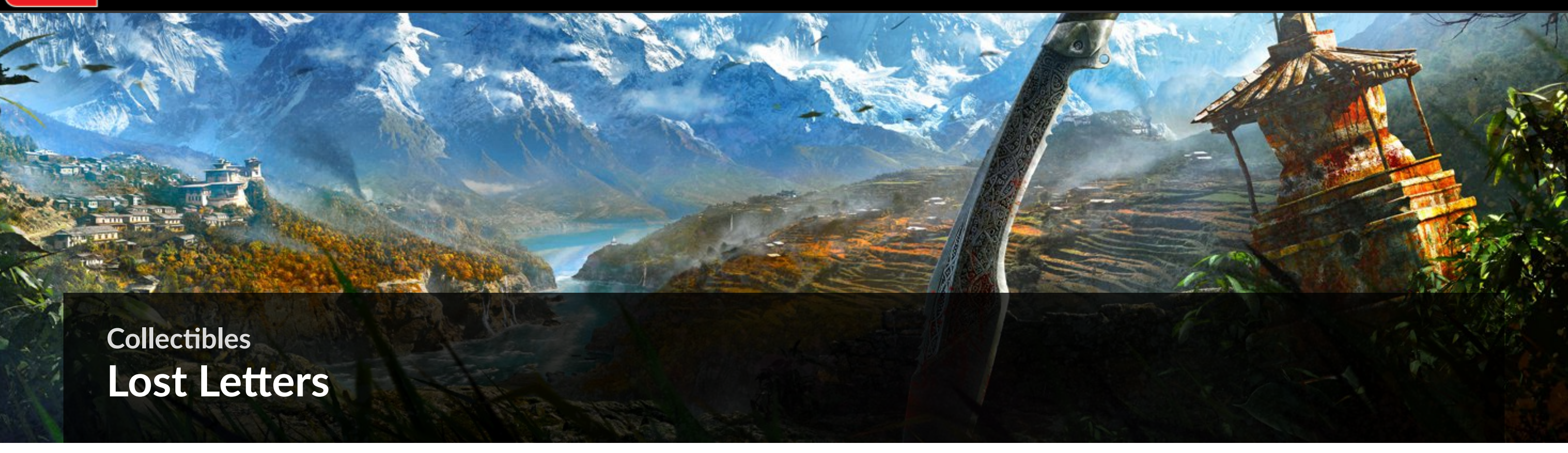
Mohan Ghales Journals

The war and marriage diaries of your late father. Not always a comfortable read, to be honest.



Mohan Ghales Journals

Map Coordinates	LocationName	Details
x:216 y:425	Banapur Safe House	In the house, on a dresser. Look for the red book with the gold emblem on its cover.
x:247 y:397	Funeral Site (unnamed in game)	On the broken column to left of door Bhadra goes through.
x:273 y:606	Kyrat Intl. Airport	After completing mission "Free Willis", check inside the office of the warehouse at the northwest end of the airfield.
x:299 y:425	Khilana Bazaar	On a dresser inside the safe house (after liberating the outpost).
x:326 y:684	—	Climb the grapple point at x:362 y:689 and then head left. Follow the path, grappling and climbing whenever the chance is presented. When you reach the zipline at x:346 y:686, use it to cross the ravine. Head inside the cave at the other end of the zipline. When you reach a pit in the cave, use the grapple point on the ceiling to lower yourself to the bottom of the pit. There you'll find the journal.
x:328 y:432	—	On top of the white packages on the top of the shelves on the north side of the warehouse's interior. Hop on the pallet leaned up below the packages and then hop up onto the shelf directly right of them.
x:380 y:573	Shanath Breeders	On table inside the safe house (after liberating the outpost).
x:394 y:504	Rochan Brick Co. Storage	On table inside the safe house (after liberating the outpost).
x:398 y:558	Kalinag's Wisdom	On the table to right of the thangka fragment in "The Protector's Arrival". If you missed it, just re-enter Kalinag's Wisdom at x:409 y:462 and retrace your path to the inner chamber.
x:405 y:669	Collapsed Ghupa	Make your way to x:405 y:665 to find a vertical cave shaft. Use the vines to descend (or just jump into the water) and retrieve the journal.
x:406 y:385	Udayagiri Cave	To reach the Udayagiri Cave, climb the grapple point at x:407 y:377, then hook on to the grapple point to the left and above you. At the top of the cliff, head left and jump onto the ledge across the gap. Use the grapple point ahead to swing across the chasm. To your right, just before the fallen log, is Udayagiri Cave and it has been boarded off. Break the boards and head to the sleeping bag in the back of the cave to find the journal entry.
x:458 y:573	—	In front of the shrine at x:458 y:573.
x:485 y:788	Lake Visalakhutta	On the lake bottom.
x:491 y:524	—	On the small table in front of the shrine inside the building.
x:505 y:640	Bridge	On the desk in the second story of the building in the center of the King's Bridge checkpoint.
x:510 y:458	Yalung's Spine	At the back of the cave, look up and use the grapple points to scale to the top of the opening. Once you reach the top, the journal entry will be sitting right on the ledge.
x:514 y:500	Khazana Temple	Enter the temple tunnel and watch for a doorway on the left, partially obscured by fallen rocks. Scramble over rocks and into a room, where the journal rests on a table to the left of the statue.
x:524 y:577	Ghale Homestead	In the shed behind the main house.
x:560 y:726	Asthi Den	Climb the grapple point at x:558 y:734. Head left and climb the grapple point on the cliff to your right. Once at the top of the cliff, head up the hill, then head toward the large boulders slightly on your right. The journal entry is in between the two large boulders ahead.
x:737 y:884	Lakshmana	Choose not to shoot Pagan Min at the end of the game. In the room where you find yourself after the cutscene, check the table to the left of the shrine. If you did shoot Pagan, you can still get here by retracing your steps through the Royal Palace.



Collectibles

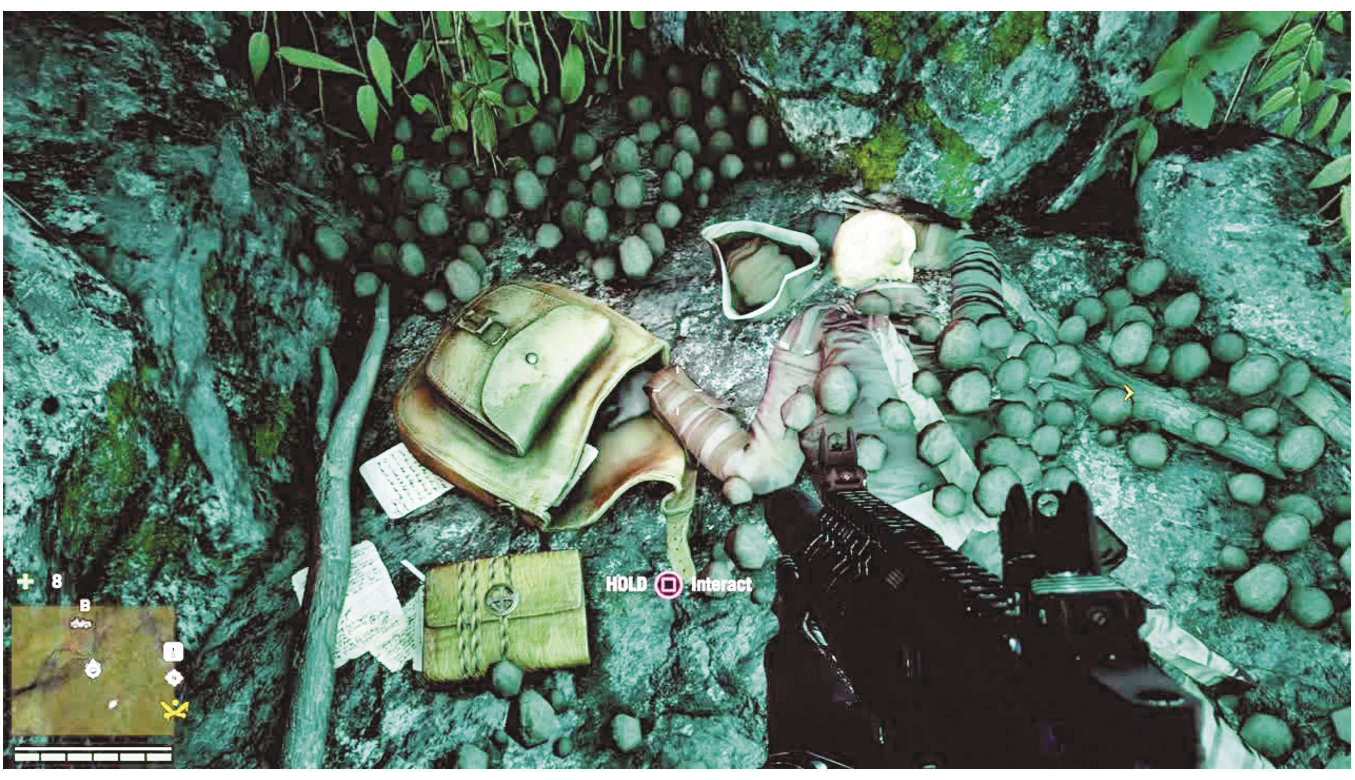
Lost Letters

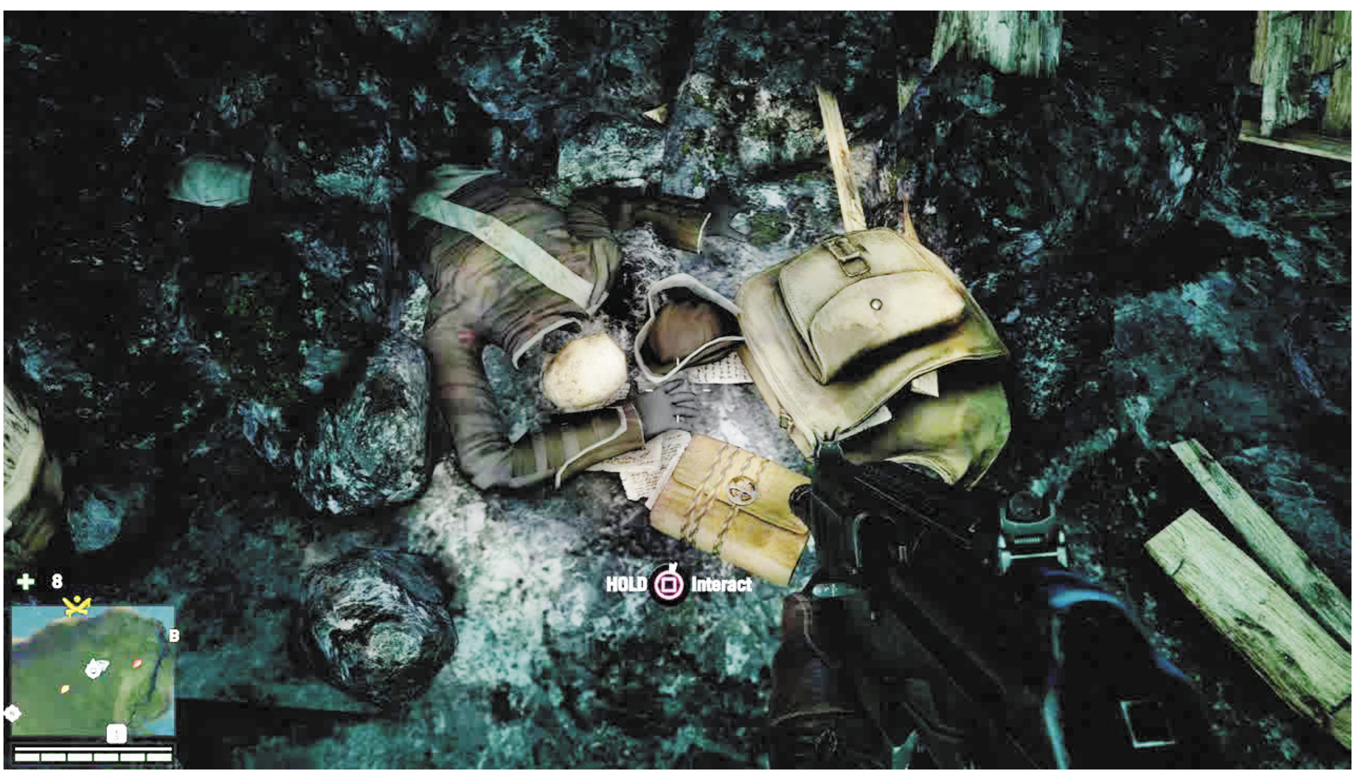
You aren't the first out-of-towner to be swept up in Kyrat's exotic craziness—as these oh-so polite and formal letters between Robert Barclay, a businessman visiting Kyrat in the early 1800s, and his wife Charlotte, a good and proper woman, clearly demonstrate.

Mohan Ghales Journals

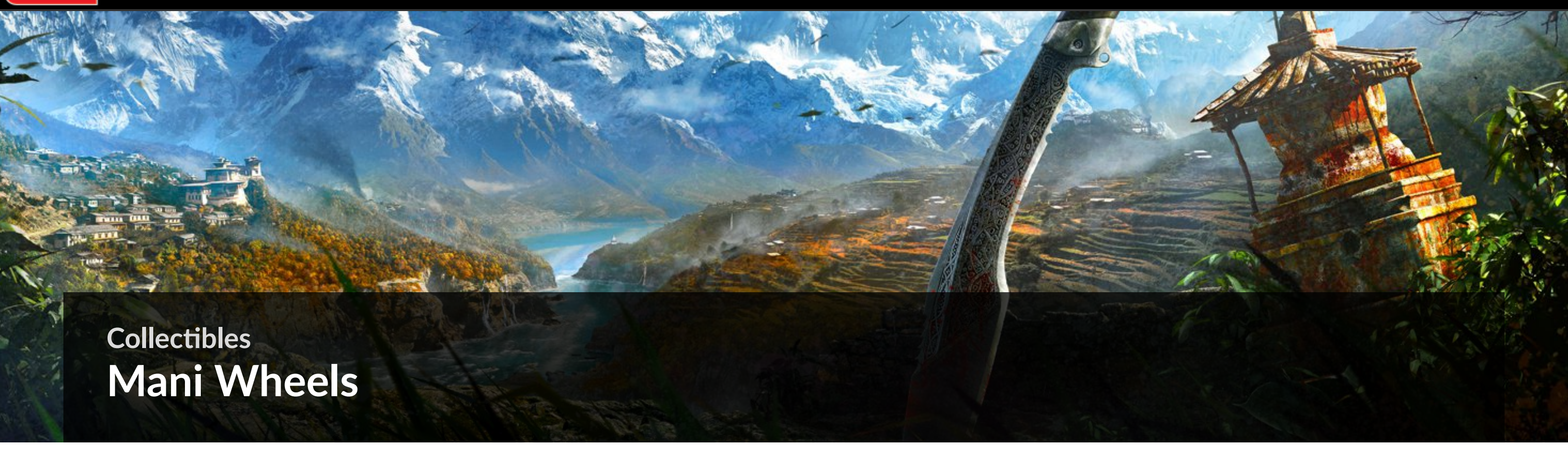
Letter Title	Map Coordinates	Location Name	Directions*
Charlotte, Nov. 1819	x:309 y:325	Kyra's Slumber	In the back of Kyra's Slumber (enter at x:313 y:325).
Robert, Dec. 1819	x:279 y:564	—	Enter the cave at x:275 y:563 and head all the way to the back to find the letter near a backpack.
Robert, Jan. 1820	x:425 y:701	Rato Lagoon	On an island in the middle of the lake.
Charlotte, Jan. 1820	x:395 y:659	Yalung's Seed	In the back of the cave.
Robert, Sept. 1819	x:465 y:449	Yalung's Rot	Enter the cave and climb up the first climbable ledge on your right. Then grapple up and look right when you reach the top. You should see a place where you can drop down and enter a green-lit tunnel. Follow it to find the letter.
Robert, Aug. 1819	x:369 y:600	Yashini's Ecstasy	Climb down the well and swim up the underground stream until you see a shrine to your left. Walk up to the shrine and you'll find the letter at the base of the large demon statue.
Charlotte, Aug. 1819	x:488 y:562	Yalung's Mind	In the back of the cave (enter at x:491 y:559).
Robert, April 1820	x:593 y:794	—	At the end of the stream. It's not attached to the nearby Keo Rija Mine. Keep heading up the hills surrounding the stream, as the letter is located at a higher elevation than it appears.
Charlotte, March 1820	x:529 y:654	Sealed KEO Mine	The letter is in the back of the mine.
Robert, Nov. 1819	x:585 y:610	—	In the back of the house. Once you enter the house, destroy the boards blocking off the passage in the back right corner of the room. Head to the end of the cave to find the letter.
Charlotte, May 1820	x:690 y:688	Svargiya Takataki Camp	Climb up the grapple point. Head right along narrow ledge to the small tower-like structure with the flag banners. The letter is right next to the structure.
Charlotte, June 1820	x:708 y:810	Yalung's Belly	In the center of the open area at the back of the cave.
Robert, July 1820	x:801 y:814	Lieutenant's Rest	Jump up the ledge with ropes hanging off of it at approximately x:796 y:806. Jump up the following ledge, then use the grapple point ahead to climb up the cliffside. Head across the log on your left, then make a running jump to the ledge across the chasm. Head into the cave at the top of the hill and use the grapple points to pull yourself to the top of the shaft. Once you've reached the top, the letter will be directly in front of the entrance.
Robert, June 1820	x:785 y:627	Kyra Ki Sansa	On the center of the bridge. Walk underneath the bridge and up the hill ahead to reach the letter.
Charlotte, Feb. 1820	x:456 y:752	Banashur's Refuge	Climb up the grapple point at x:451 y:755 and enter Banashur's Refuge. The letter is in front of the shrine at the back of the cave.
Robert, March 1820	x:401 y:781	KEO Logistics	Climb up the grapple points at x:408 y:774 to the top of the cliff, then jump up the rope-covered ledge ahead. The letter is underneath the house on the east side of Keo Logistics. Crawl under the stairs to find an opening leading under the house.
Charlotte, Oct. 1819	x:497 y:398	Yalung's Jaw	Climb the grapple point at x:492 y:408 and head right to reach Yalung's Jaw, which will be on your left. In the middle of this cave, pressed against the right wall, is the lost letter.
Charlotte, Nov. 1819	x:552 y:485	Kalinag's Descent	Climb up the rope-covered ledges at x:554 y:453 and head up the hill until you reach the grapple point on your right. Climb it, look to the left, and do a running jump onto the rope-covered ledge. Climb up the next ledge and walk up to the chasm ahead. Hook on to the grapple point hanging over the chasm and swing around the corner of the mountain. Walk over the fallen log and climb up the rope-covered ledge ahead. Do a running jump across the gap and head north until you reach a waterfall. Use the grapple point to the right of the waterfall to lower yourself to the platform below, then follow the platform right to the other side of the cave. Jump across the gap and enter into the room with the giant face statue to find the letter underneath the face.
Charlotte, July 1819	x:295 y:509	Hariyo Ghupa	Climb up the grapple point at x:302 y:505 and head right toward x:299 y:509. Hariyo Ghupa will be the cave on your left and the lost letter will be in the back of Hariyo Ghupa.
Robert, June 1819	x:375 y:505	Smuggler's Portage	Enter the Smuggler's Portage at x:374 y:502. The letter is in the middle of this cave.

* All letters will be found in a bag next to a well-dressed skeleton in their respective locations.

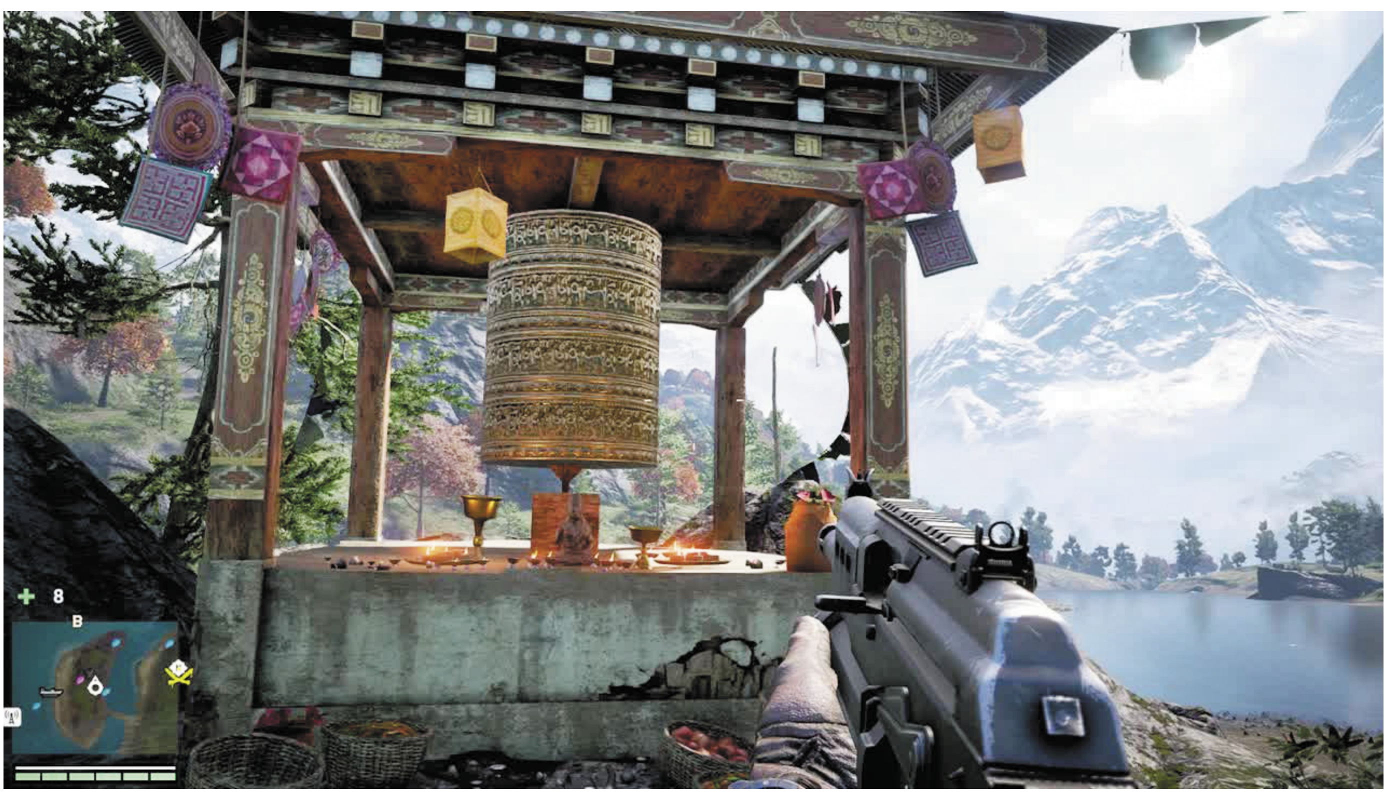




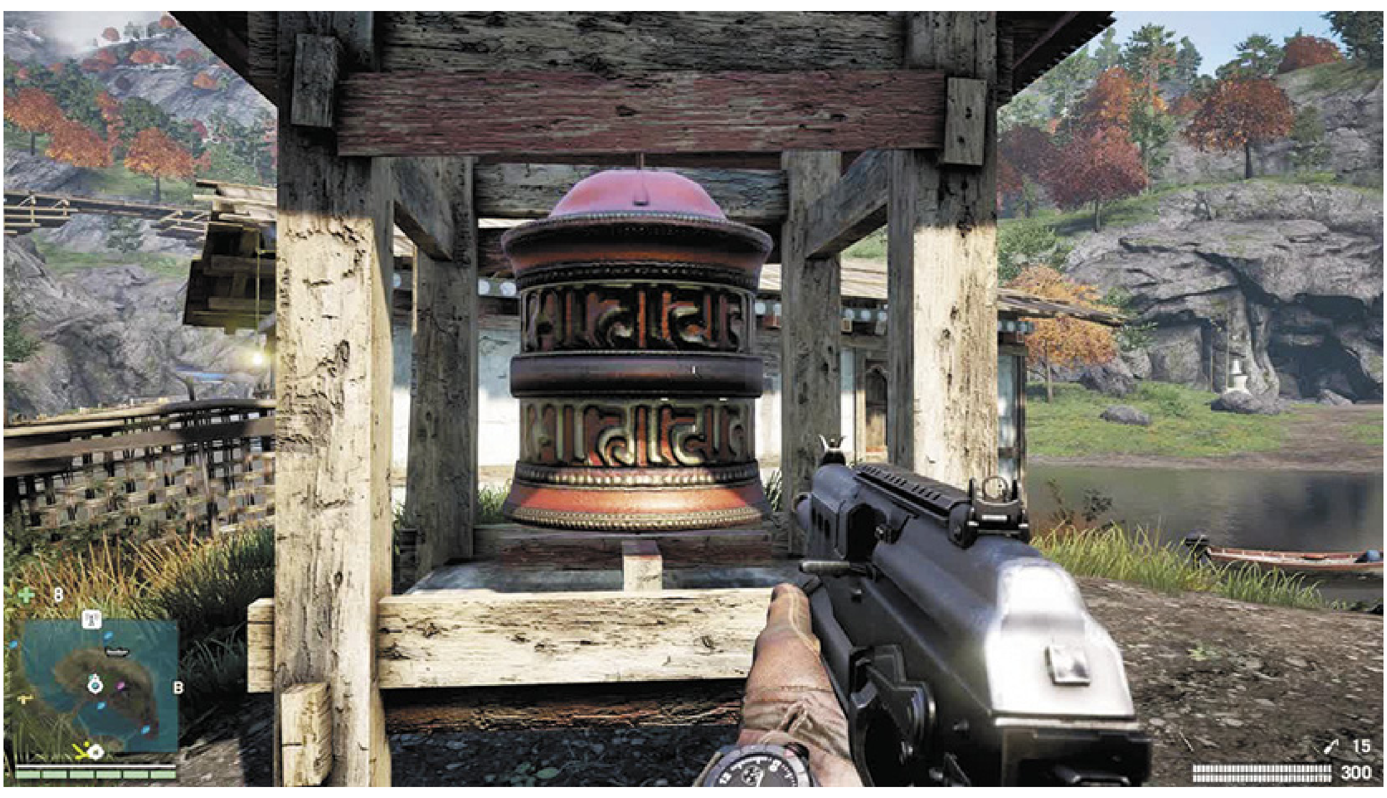
Being a mailman in Kyrat back in the 1800s was a hazardous job.



Mani Wheels



These forty large wheels are inscribed with prayers, which are offered to Kyra when you spin the cylinder.

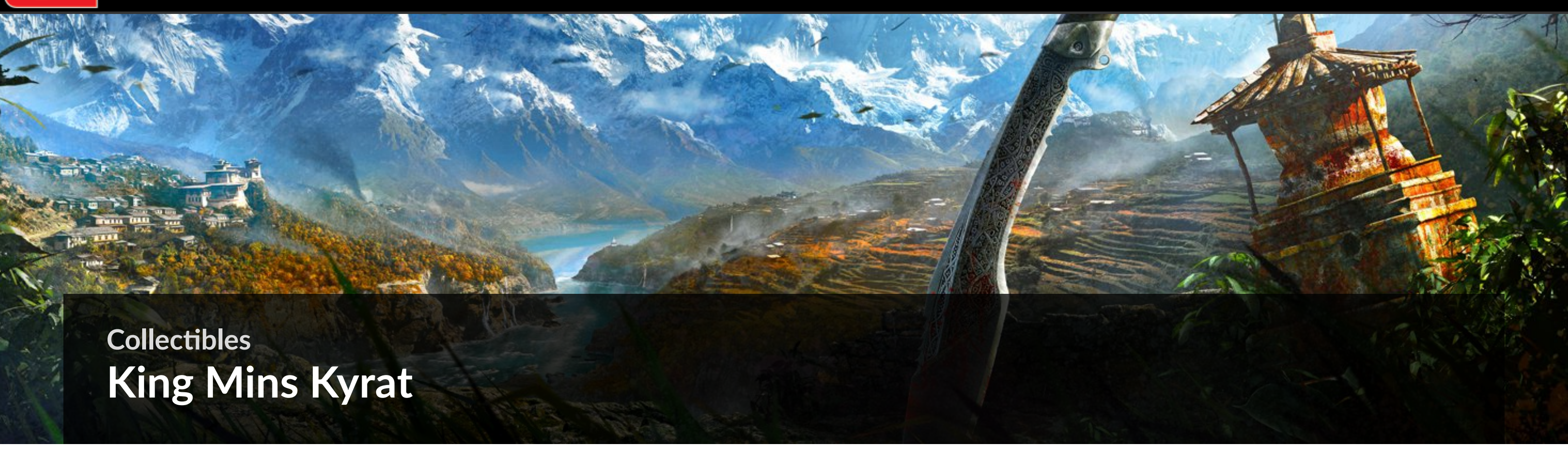


Mani wheels come in several sizes. You want to spin the smaller ones that look a bit like bells. The larger ones are inactive.

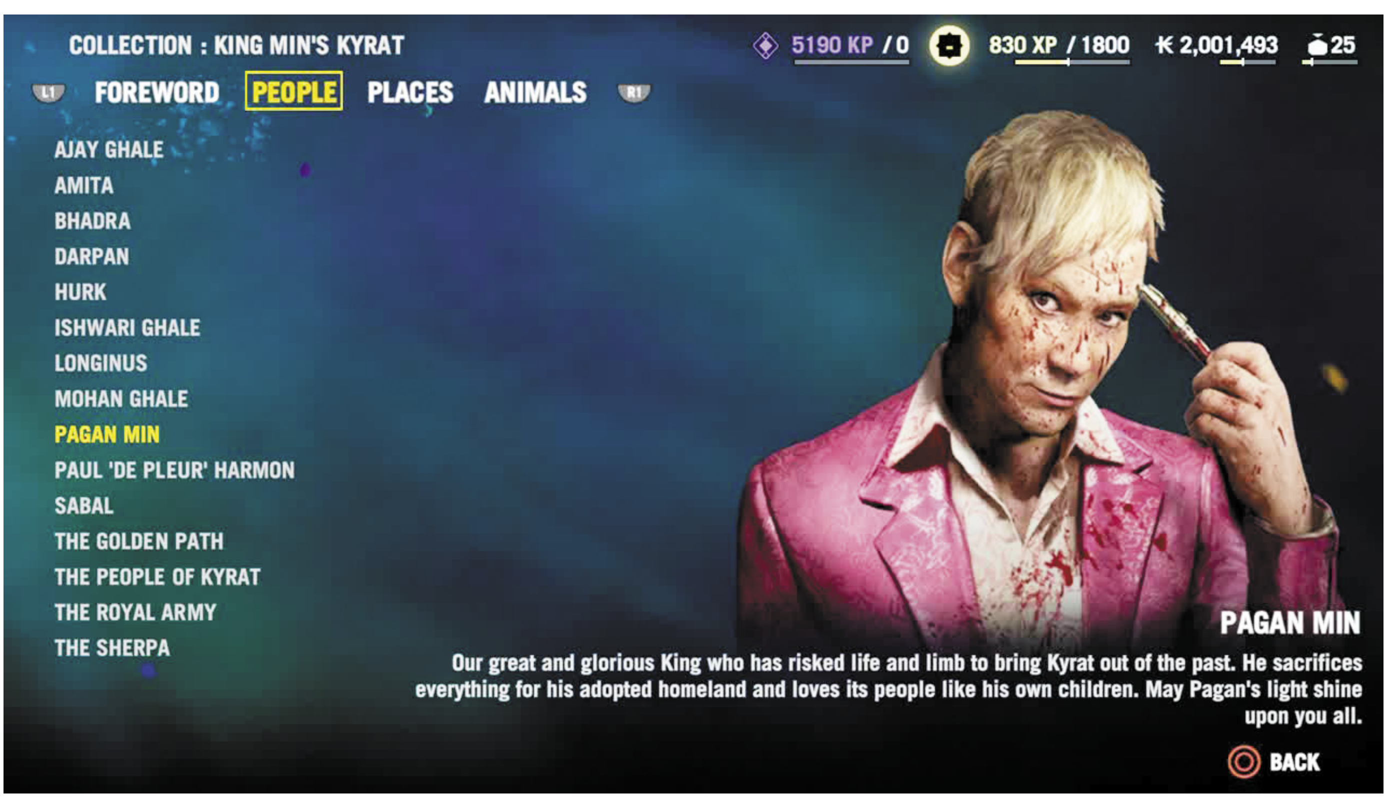
Mani Wheels

Map Coordinates	Location Name
x:200 y:447	–
x:219 y:549	Kalinag the Seeker
x:254 y:430	Kyra’s Refuge
x:262 y:376	Kyra’s Guidance
x:296 y:563	Kyra’s Flower (in cave)
x:316 y:609	Yakshini’s Pleasure
x:319 y:417	Southwest of Chinjan Sherpa Camp
x:324 y:407	Kalinag Returned
x:330 y:706	Kyra’s Nadi
x:367 y:471	–
x:371 y:661	Bhutan Gati
x:397 y:398	Great Drought Chorten
x:407 y:559	Kalinag’s Wisdom*
x:408 y:797	–
x:415 y:688	Sherpa Scripture Camp
x:422 y:392	Kyra’s Respite
x:423 y:597	–
x:445 y:470	Kyra’s Shade
x:447 y:649	–
x:466 y:391	–
x:479 y:546	Kyra’s Pilgrimage
x:483 y:458	Kyra’s Meditation
x:487 y:790	–
x:495 y:488	Chal Jama Monastery
x:499 y:341	–
x:503 y:586	Yakshini’s Sin (in cave)
x:509 y:815	Banashur’s Tranquility
x:542 y:451	–
x:555 y:710	Jalendu Overlook
x:566 y:747	–
x:576 y:685	Garma Palana Spring
x:605 y:773	Trethewey’s Cabin
x:652 y:638	Kyra’s Shrine
x:661 y:739	Nadi Shrine
x:704 y:713	–
x:705 y:745	–
x:731 y:629	Pathika Shrine
x:735 y:763	Visala Shrine
x:772 y:735	Garma Springs
x:811 y:615	–

*In order to reach the wheel, you must enter a cave at x:409 y:462. The wheel will be a short distance inside.



King Mins Kyrat


COLLECTION : KING MIN'S KYRAT
5190 KP / 0
830 XP / 1800
₭ 2,001,493
25
L1
FOREWORD
PEOPLE
PLACES
ANIMALS
R1
AJAY GHALE
AMITA
BHADRA
DARPAN
HURK
ISHWARI GHALE
LONGINUS
MOHAN GHALE
PAGAN MIN
PAUL 'DE PLEUR' HARMON
SABAL
THE GOLDEN PATH
THE PEOPLE OF KYRAT
THE ROYAL ARMY
THE SHERPA
BACK

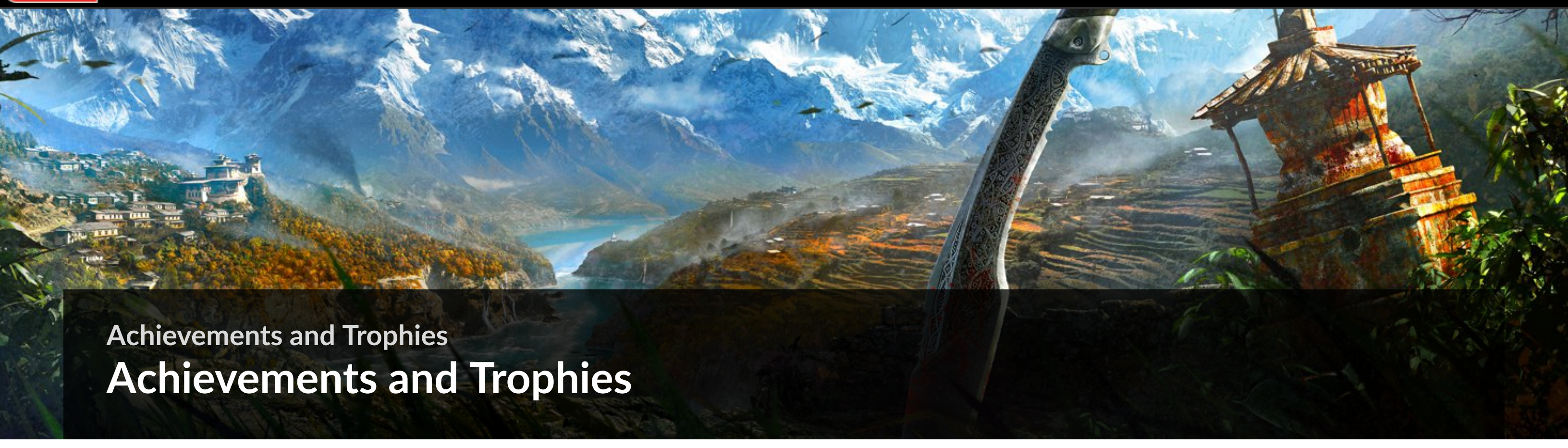
PAGAN MIN

Our great and glorious King who has risked life and limb to bring Kyrat out of the past. He sacrifices everything for his adopted homeland and loves its people like his own children. May Pagan's light shine upon you all.

A sort of visitor's guide to Kyrat written from a decidedly skewed perspective by Min's most brainwashed employee. The entries unlock automatically when you do things like kill your first rhino (or any other animal), meet important people, and visit certain areas for the first time.

King Mins Kyrat

Category	Entry
People	Ajay Ghale
People	The Golden Path
People	Pagan Min
People	The Royal Army
People	The Royal Guard
People	Yuma Lau
People	Noore Najjar
People	Paul "De Pleur" Harmon
People	Amita
People	Sabal
People	Reggie & Yogi
People	The People of Kyrat
People	Bhadra
People	Longinus
People	Hurk
People	Willis Huntley
People	The Sherpa
People	Mohan Ghale
People	Ishiwari Ghale
People	Darpan
People	Lakshmana
People	Kalinag
Locations	Banapur
Locations	Chal Jama Monastery
Locations	Utkarsh
Locations	Ghale Homestead
Locations	Golden Path Camp
Locations	Tirtha
Locations	Sleeping Saints
Locations	King's Bridge
Locations	Jalendu Temple
Locations	Kyra Tea Factory
Locations	City of Pain
Locations	Varshakot
Locations	Rochan Brick Factory
Locations	Shanath Arena
Locations	Baghadur
Locations	Durgesh Prison
Locations	KEO Svargiya Mine
Locations	Ratu Gadhi
Locations	Royal Palace
Locations	Rajgad Gulag
Locations	Royal Fortress
Wildlife	Asian Elephant
Wildlife	Asian Rhino
Wildlife	Assam Macaque
Wildlife	Attack Dog
Wildlife	Beehive
Wildlife	Bengal Tiger
Wildlife	Bharal
Wildlife	Black Eagle
Wildlife	Clouded Leopard
Wildlife	Demon Fish
Wildlife	Dhole
Wildlife	Himalayan Brown Bear
Wildlife	Himalayan Monal (bird)
Wildlife	Honey Badger
Wildlife	Japalura
Wildlife	Mayalan Tapir
Wildlife	Mugger Crocodile
Wildlife	Nepalese Crow
Wildlife	Pig
Wildlife	Pit Viper
Wildlife	Rat
Wildlife	Red-Crowned Turtle
Wildlife	Sambar
Wildlife	Snow Leopard
Wildlife	Tibetan Wolf
Wildlife	White-Chested Bear
Wildlife	White-Rumped Vulture
Wildlife	Wild Boar
Wildlife	Yak
Wildlife	Karkadann (rare)
Wildlife	Mad Devil (rare)
Wildlife	Thick Skin (rare)
Wildlife	Gulo (rare)
Wildlife	Tenzin (rare)
Wildlife	Black Water Dragon (rare)
Wildlife	Ghost Bear (rare)
Wildlife	Shadow Leopard (rare)
Wildlife	Sky Tiger (rare)



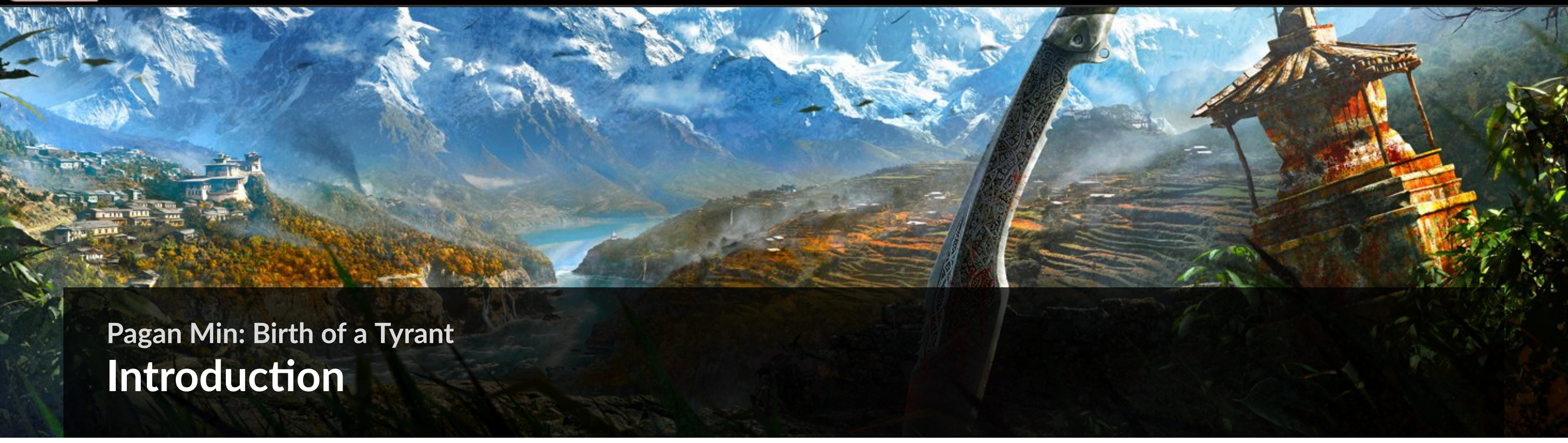
Achievements and Trophies

Achievements and Trophies

Achievements & Trophies

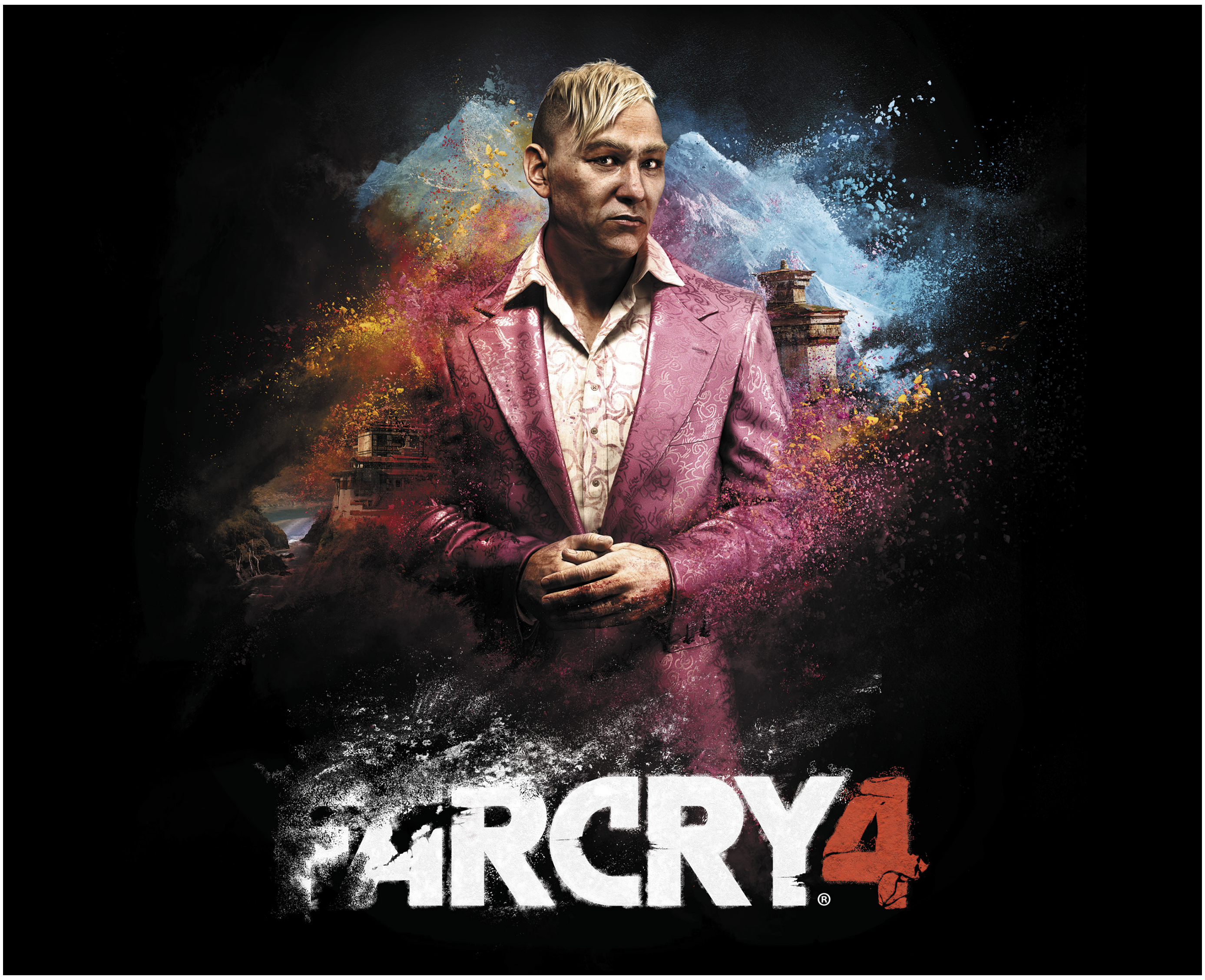
Achievement Name	Achievement Description
Welcome to Kyrat	Join the Golden Path.
One Down	Decide De Pleur's fate.
Overdose	Discover Shangri-La.
Two Down	Decide Noore's fate.
Hat-Trick	Decide Yuma's fate.
The King is Dead	Decide Pagan Min's fate.
Deliver Us from Evil	Liberate fourteen outposts.
All Clear	Liberate all outposts.
Tread Lightly	Liberate any outpost without triggering an alarm in any mode.
End Transmission	Liberate eight bell towers.
Display of Fortitude	Conquer two fortresses.
Well-Rounded	Complete any six Hunting quests (Supplies, Control, Survival).
Trigger-Man	Complete three Assassination or Eye for an Eye quests.
No One Left Behind	Rescue fifteen hostages in Hostage Rescue quests.
Gearhead	Complete three Kyrati Films: Racing or Kyrati Films: Survival activities.
Defender	Repel three Outpost Retaliation Parties.
Robin Hood	Hijack three Royal Cargo Trucks and return them to a liberated outpost.
Hand of Justice	Eliminate three Pagan's Wrath convoys.
Brother in Arms	Liberate one outpost playing as Hurk (Campaign Co-op only).
Defuser	Complete three Bomb Defusal quests.
Changing Lanes	Perform a Vehicle takedown from the passenger seat of a vehicle (Campaign Co-op only).
Fixer-Upper	Purchase three items for the Ghale Homestead.
Exorcist	Destroy fifteen Masks of Yalung.
Rewriting History	Remove thirty propaganda posters.
Caretaker of Memory	Find ten lost letters.
Right Tributes	Spin ten mani wheels.
The Rarest Game	Complete three Kyrat Fashion Week quests.
Well Read	Read ten notes.
Quick Learner	Learn ten skills.
Fully Loaded	Learn all skills.
Tricked Out	Craft five upgrades for your equipment.
Dr. Feelgood	Craft fifteen syringes.
Make it Rain	Spend 500,000 rupees total at Trading Posts.
Custom-Fitted	Buy all attachments and paint schemes for a single weapon.
Tusker	Kill thirty enemies with an elephant.
Quad Kill	Kill four enemies simultaneously with a single explosion.
Misdirection	Distract fifteen enemies with rocks.
Shutterbug	Tag twenty-five enemies using the camera.
Reign of Death	Kill thirty enemies with mortar rounds.
From a Distance	Kill a target from 60m or more with an arrow or bolt.
Two Birds	Using a sniper rifle, kill two targets with a single shot.
The Sky is Falling	Perform a takedown from a buzzer.
Flame On!	Kill fifty enemies with fire.
Drive-By	Kill twenty-five enemies while shooting and driving.
The Good Fight	Reach Karma Level 2, and purchase any Guns For Hire upgrade.
Like a Bird	Fly 5000m total in the wingsuit.
Roadkill	Run over twenty-five people.
The People's Champ	Reach Arena Rank 5 (Campaign Arena only).
Renaissance Man	Finish a public match of each game type in the Battles of Kyrat game mode (Battles of Kyrat only).
Community Surprise	Play a Top Rated map in the Map Browser (Map Browser only).
Master of Kyrat	Obtain all the Trophies (PSN only).

Note: Unless otherwise noted, all achievements are obtained in Campaign mode.



Pagan Min: Birth of a Tyrant

Introduction



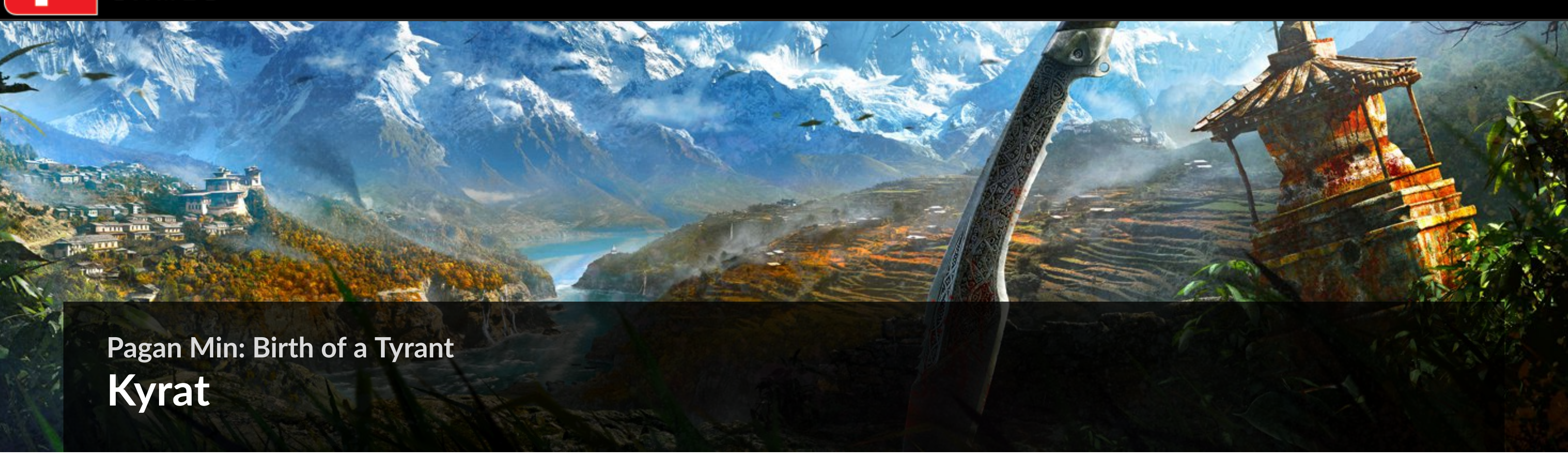
"The eclectic cast of characters is one of the defining parts of *Far Cry 3*, so we knew for *Far Cry 4* that we wanted to create a whole new cast of wild personalities.

Vaas was the 'poster boy' for *Far Cry 3* and its brand of insanity and we were asked by company very early on 'who will be the next Vaas?' This was a huge challenge, and the pressure of our previous success was a big part of what led to Pagan Min.

Creating a memorable character doesn't just happen overnight or from just one person. It starts with a short sentence. Pagan Min was something like an opium warlord who moves into a weak country, takes over, and calls himself the King. But this is just the start. From there we start investigating his character in more depth: his visual appearance, his personality traits, his motivations, and his backstory. The ultimate goal is to create the materials we need to start looking for the right actor.

When we cast for a character we want to find an actor that will bring themselves into the role and help to define the character. We don't tell the actors exactly who this character is, or what his or her mannerisms should be, we look to the actor to bring the character to life. When we find the right actor, we go back to the biography of the character and rework the motivations and defining moments to support the performance given by the actor."

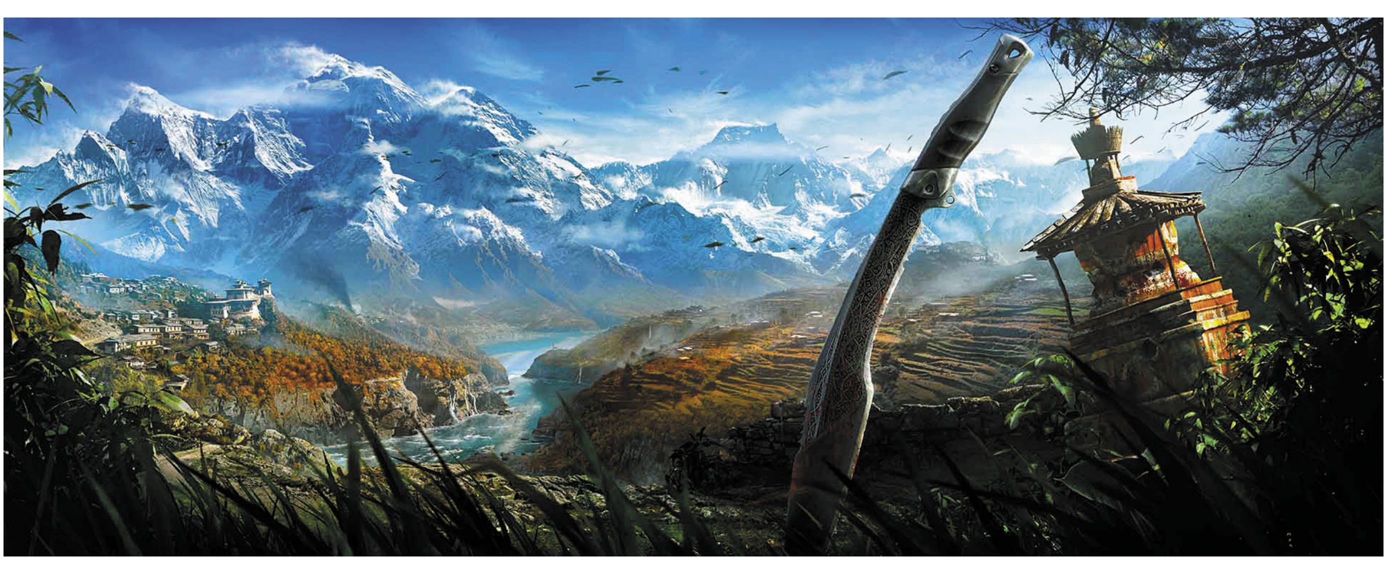
— Mark Thompson, Narrative Director,*Far Cry 4*



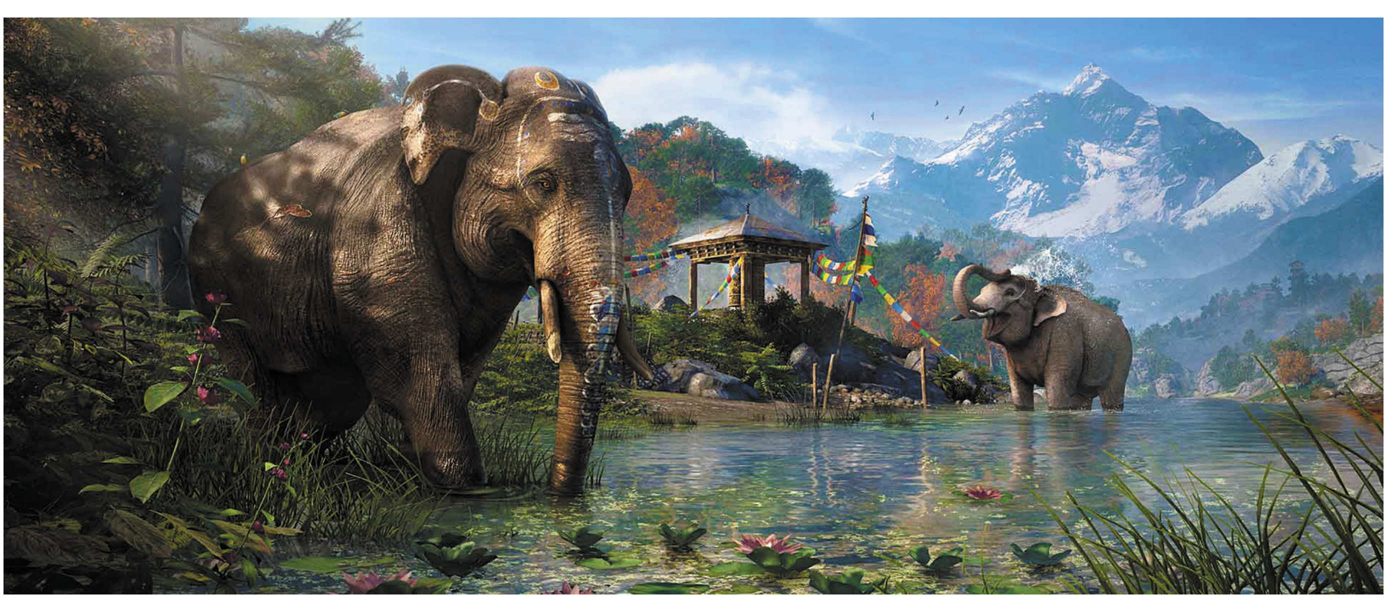
Pagan Min: Birth of a Tyrant

Kyrat

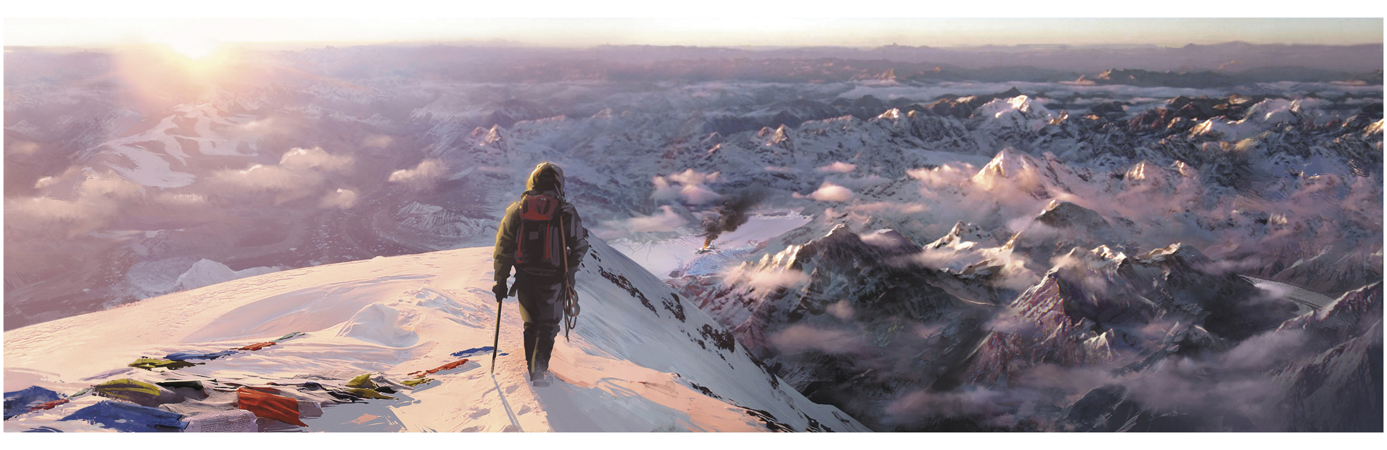
By: Mark Thompson, Narrative Director, *Far Cry 4*

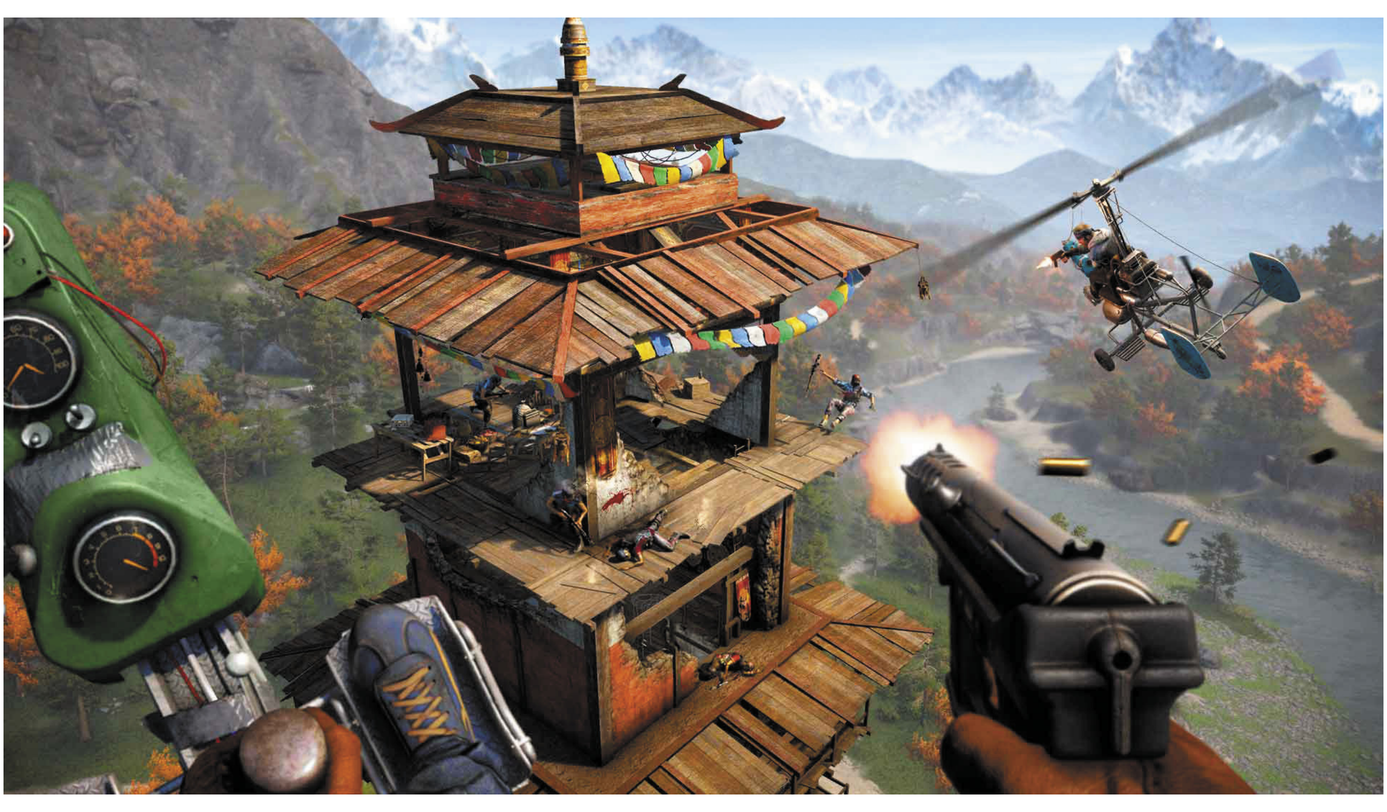


We had three goals for the environment of *Far Cry 4*. The first was to create a location that was visually different from the tropical islands of *Far Cry 3*. The second was to have a wide variety of locations in the same game, so that, as you progress, the world changes around you.

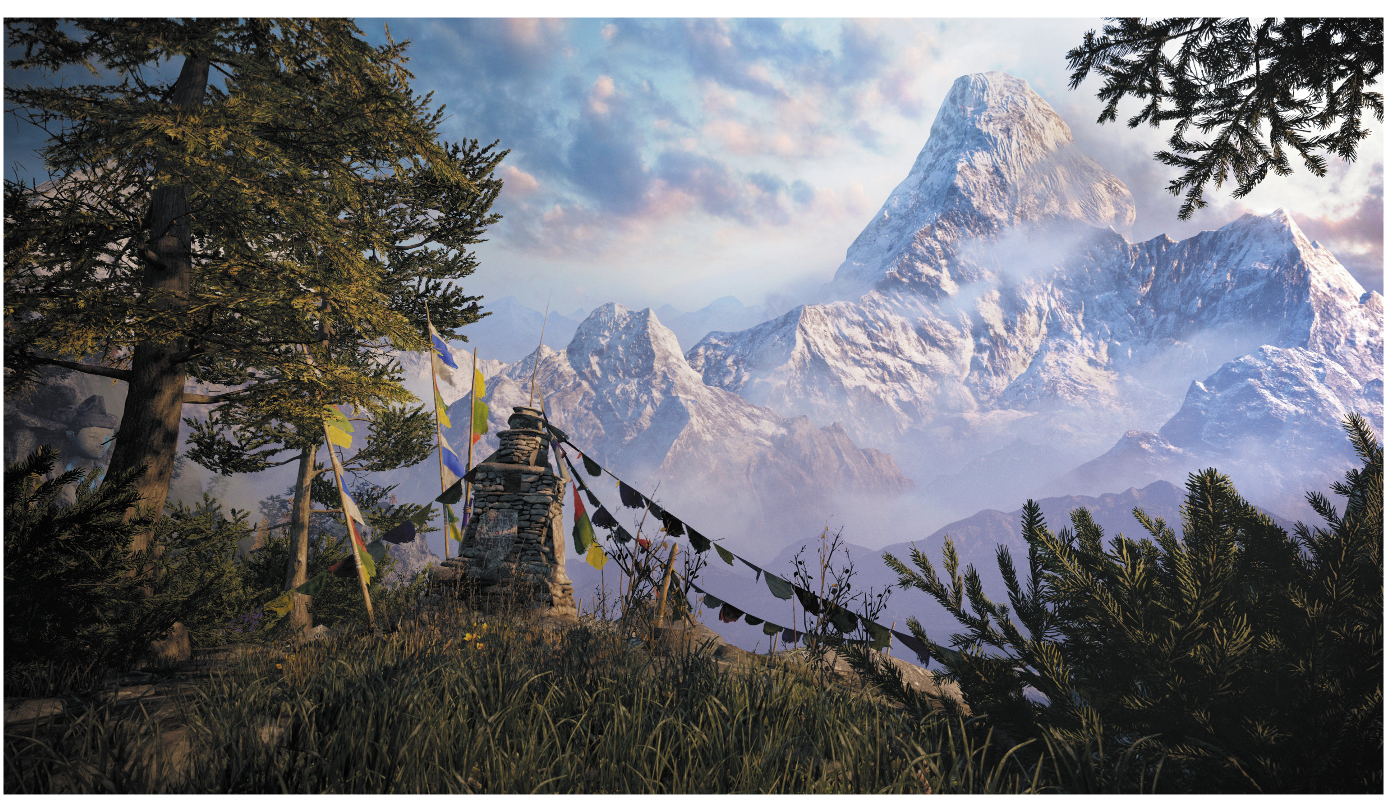


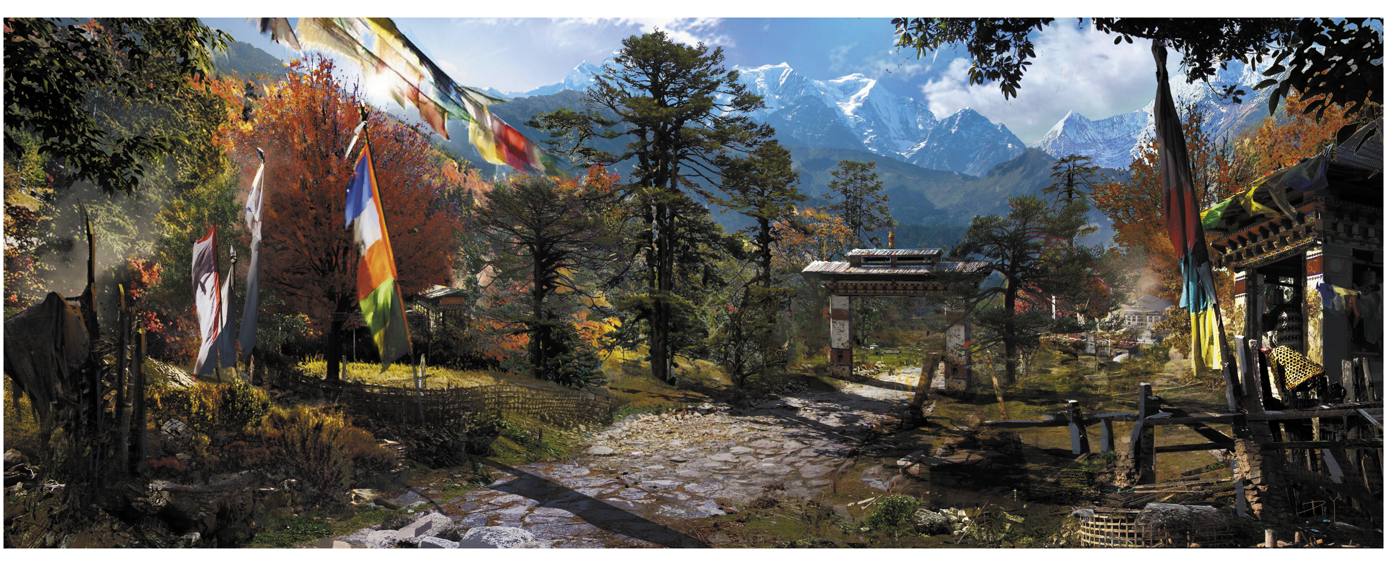
Finally we wanted to have an interesting mix of animals, building on the strength of *Far Cry 3*. More specifically, we wanted to have elephants. These three considerations led us to the Himalayas where we found an incredible range of flora and fauna that seemed the perfect fit for the next *Far Cry* adventure.



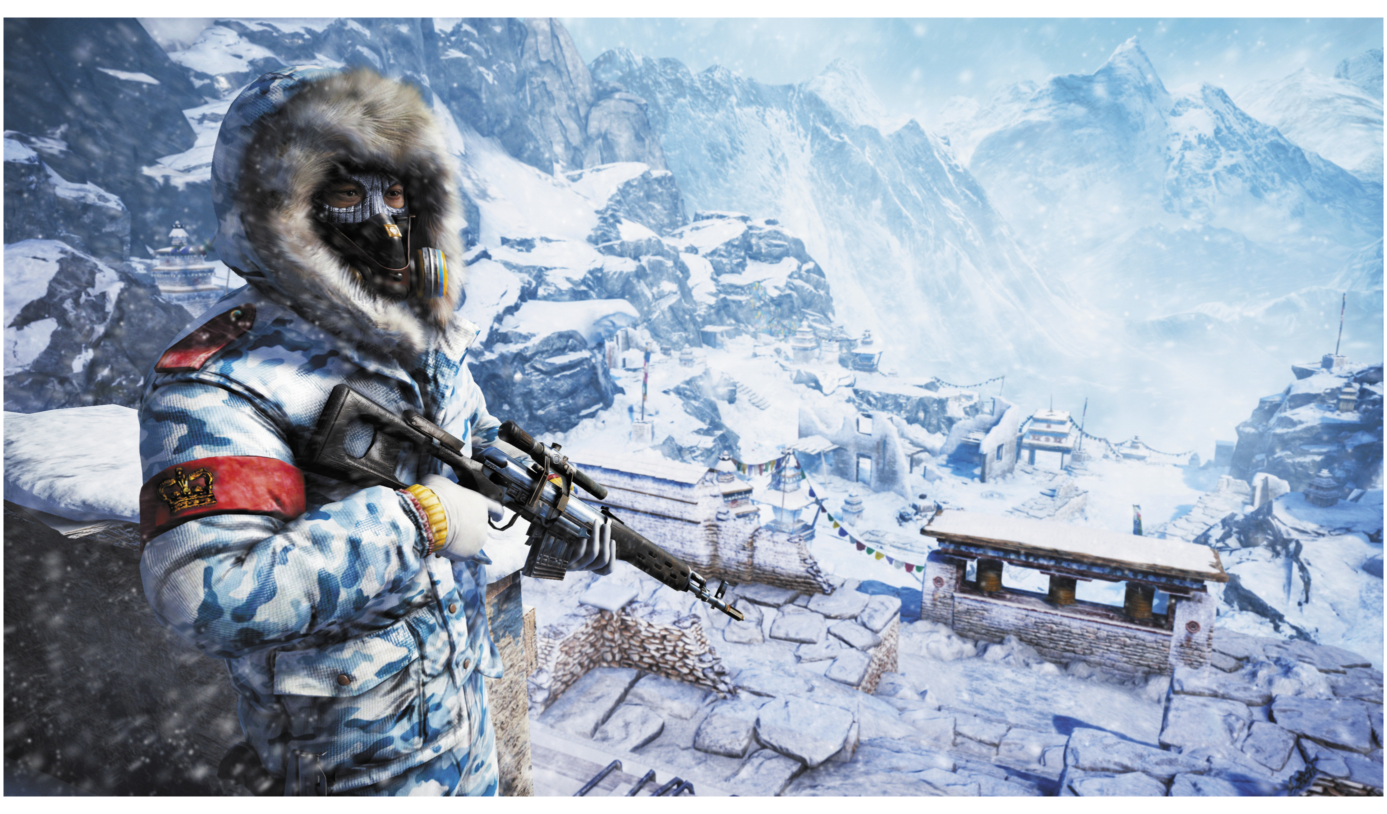


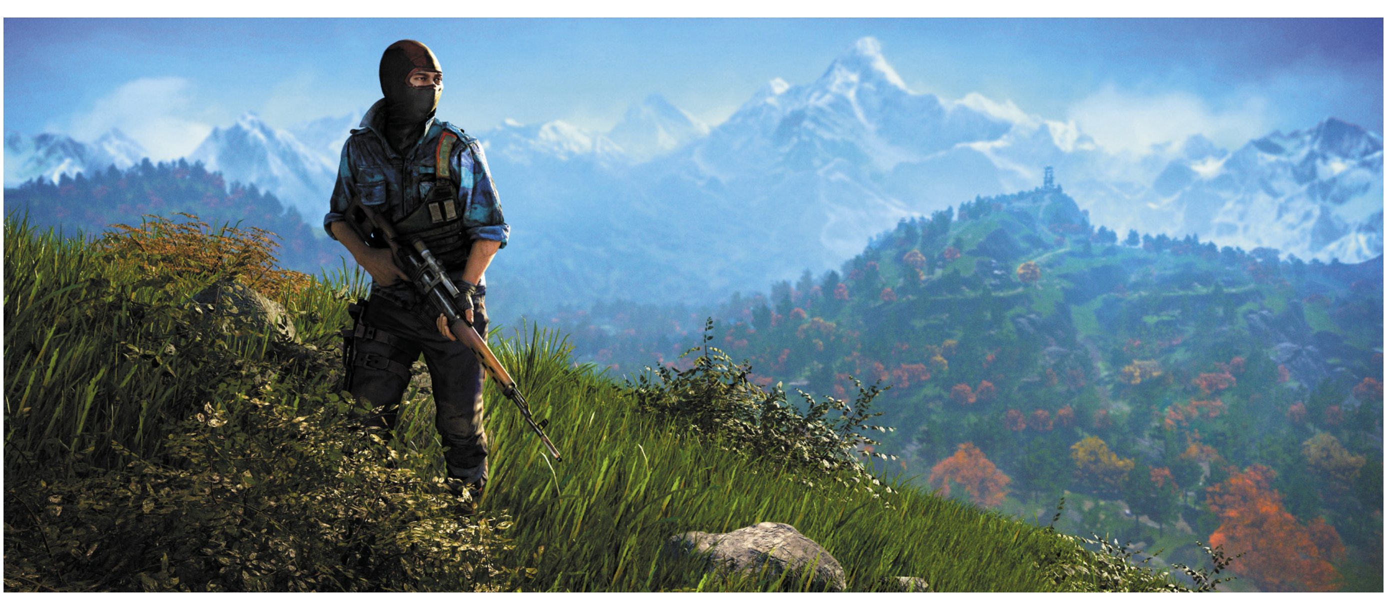
The change from relatively flat islands to the peaks and valleys of the Himalayas brought some pretty immediate navigation challenges, specifically vertical navigation. We looked at these challenges as a game design opportunity and created some new mechanics and tools for players to use to tackle the new cliffs and mountains. *Far Cry 3* had a ledge climbing system, but it was fairly limited, so we expanded on this to create a grappling system to allow faster navigation. We also created new vehicles, especially the buzzer, a small low-altitude gyrocopter. With these new player abilities we also needed to improve the AI systems so our NPCs could keep up with players. We implemented 3D navigation for NPCs so they can now climb ledges and use ziplines, and of course they have their own helicopters.



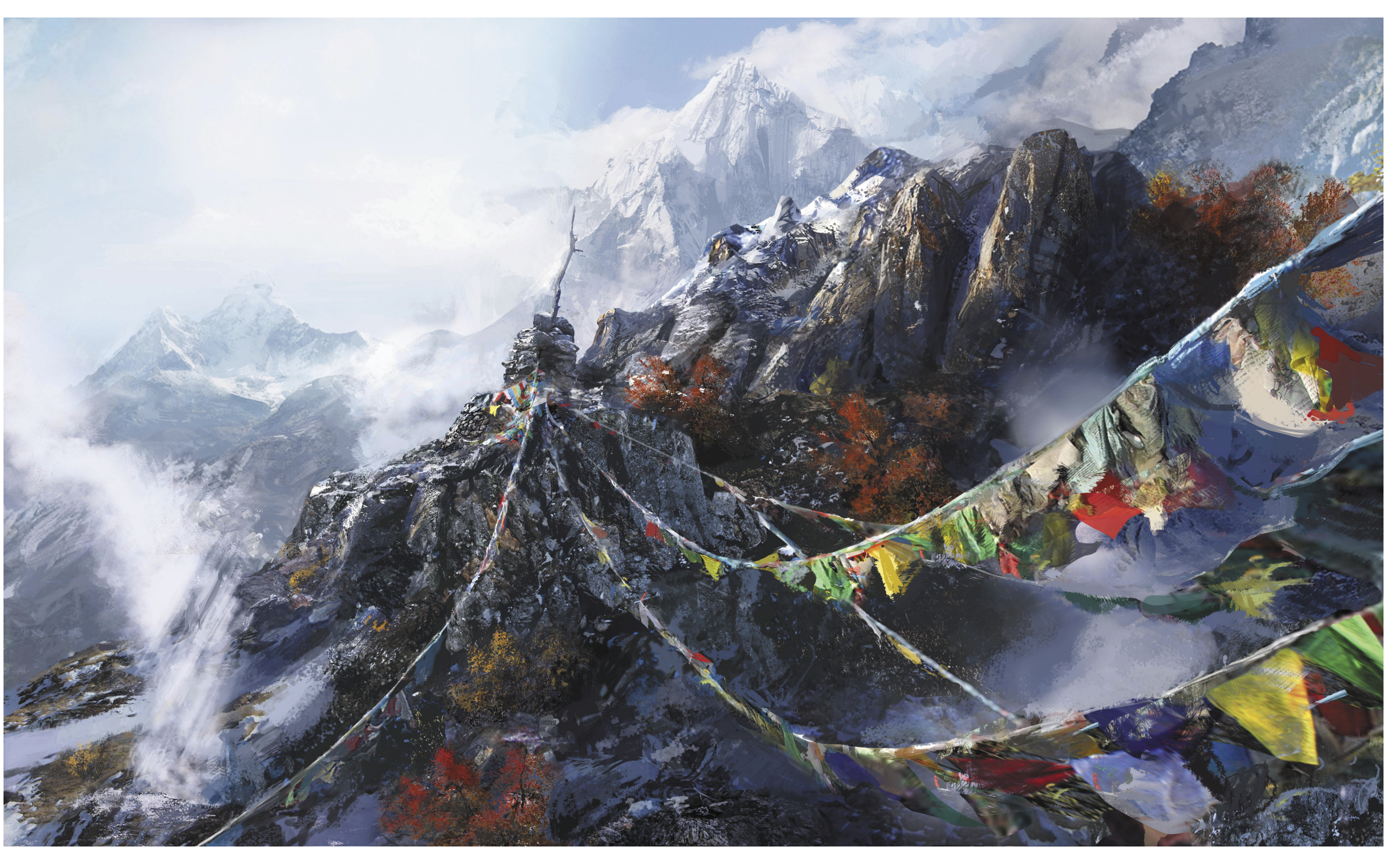


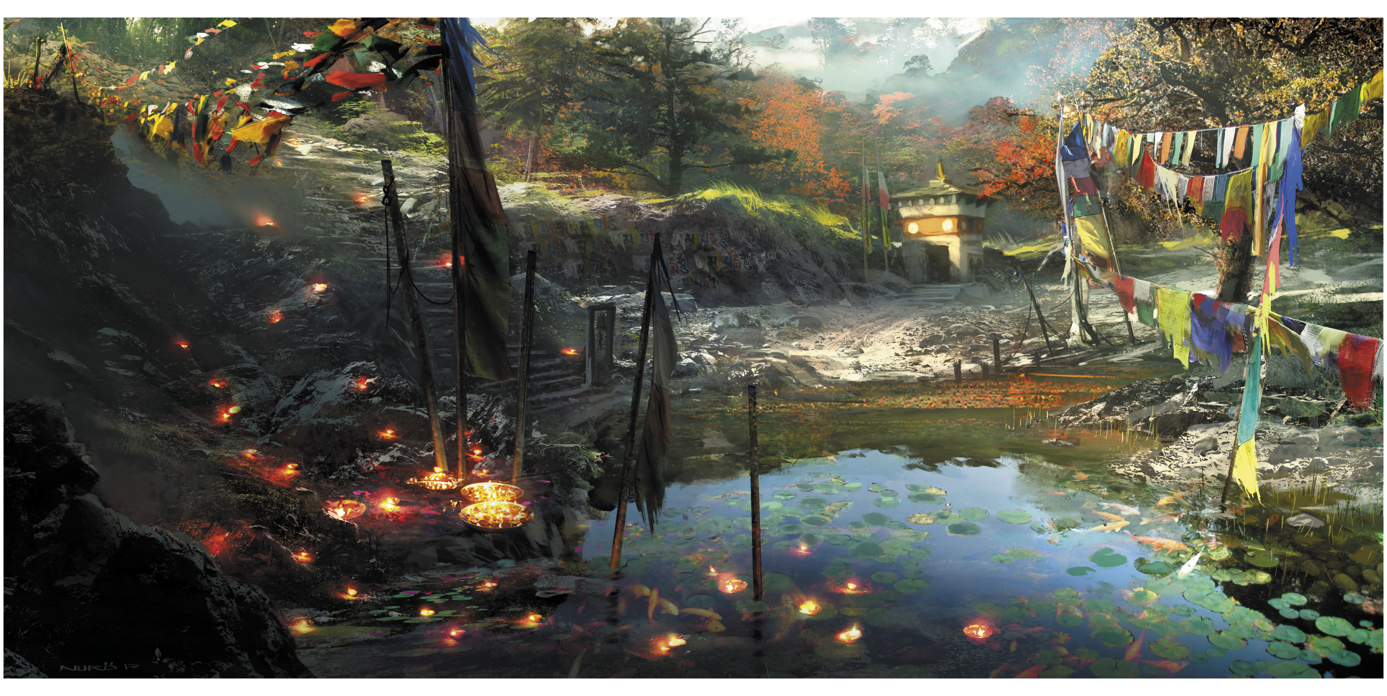
Far Cry is always in a place that looks and feels real, but isn't an actual location in the world. We carry on that tradition by creating Kyrat. It is influenced by places like Nepal and Bhutan, and in building Kyrat we have been influenced by the culture and history of the Himalayan region as well as the physical environment.



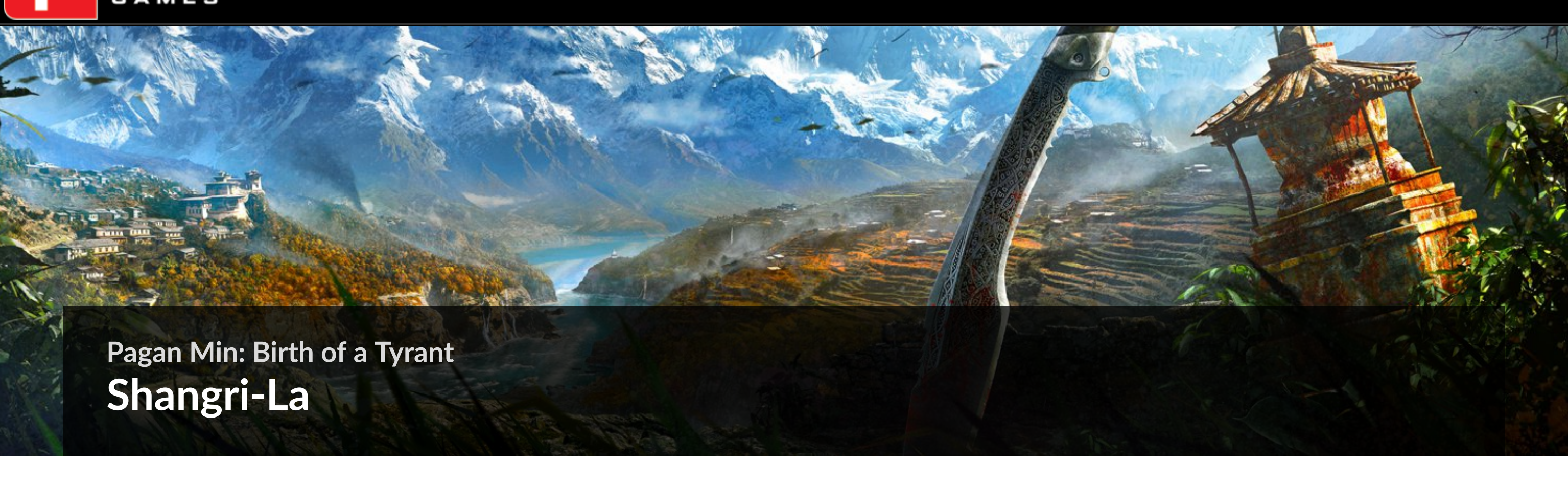


Our goal is to create a credible location that you can believe could exist somewhere in the world today and at the same time retain creative control over what we can change to create the perfect canvas for gameplay, which is the most important function of the places we create for *Far Cry*.





A supporting goal is to create an environment that tells its own story, so without cinematic scenes or characters, players can experience narrative and learn about the world they are in. This requires a lot of background work creating a historical timeline—myths and legends through to present-day economic and sociocultural situations. The information is then used to give context to locations, characters, stories, conversations overheard, and generally to create a living, breathing world built on credible foundations.

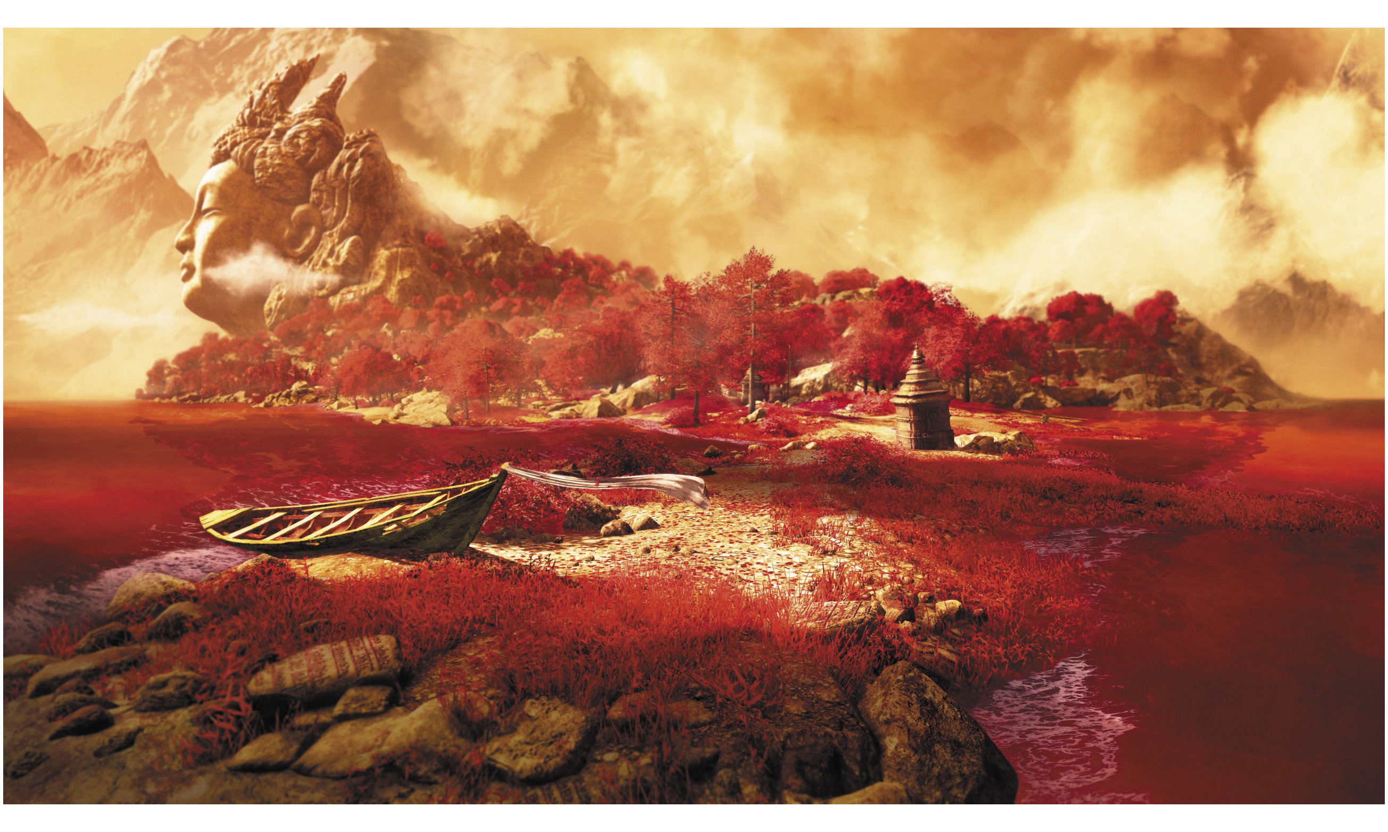


Pagan Min: Birth of a Tyrant

Shangri-La

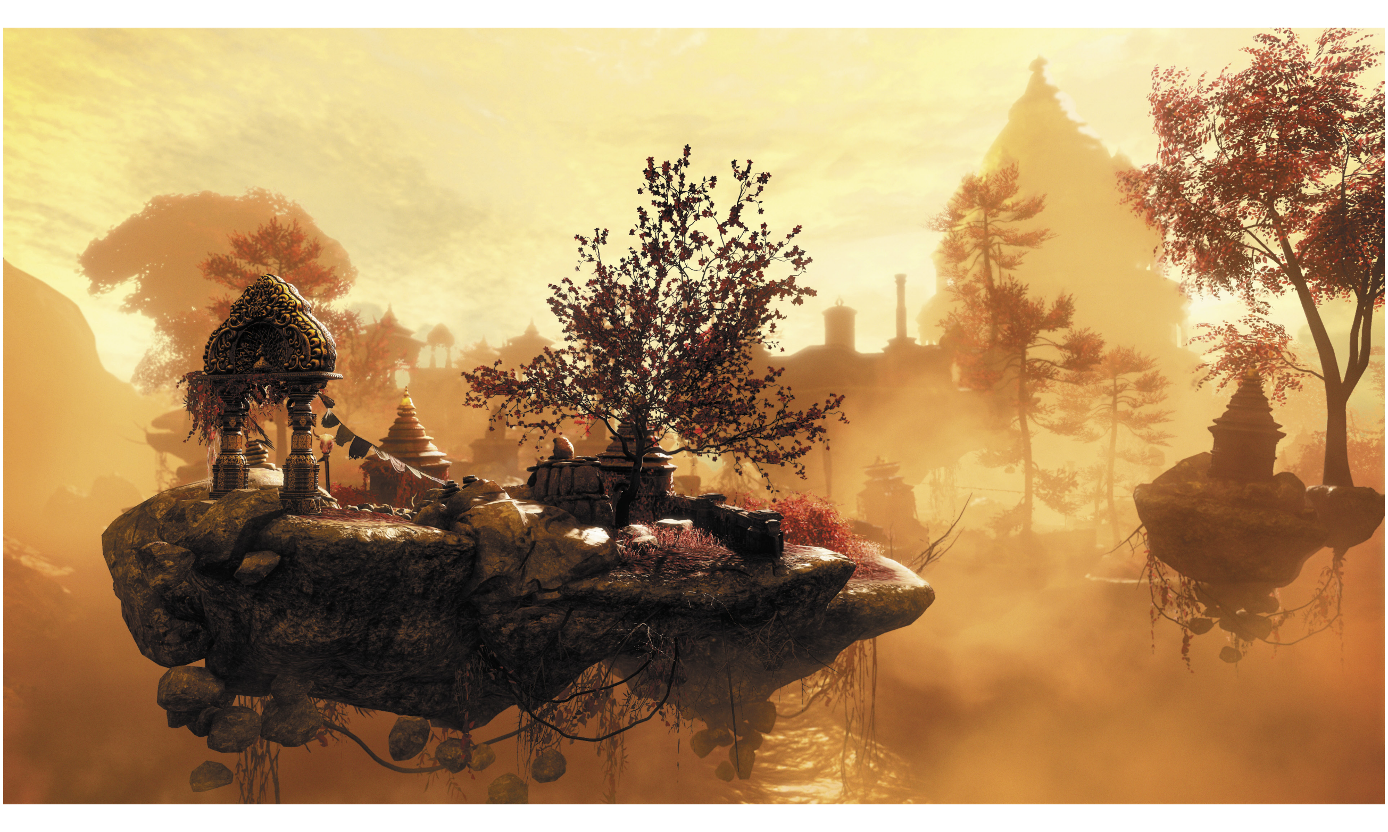
By: Navid Khavari / Narrative Designer for Shangri-La Matt West / Level Design Director for Shangri-La Joshua Cook / Art Director for Shangri-La

"When you're dealing with paradise, it really means all bets are off."

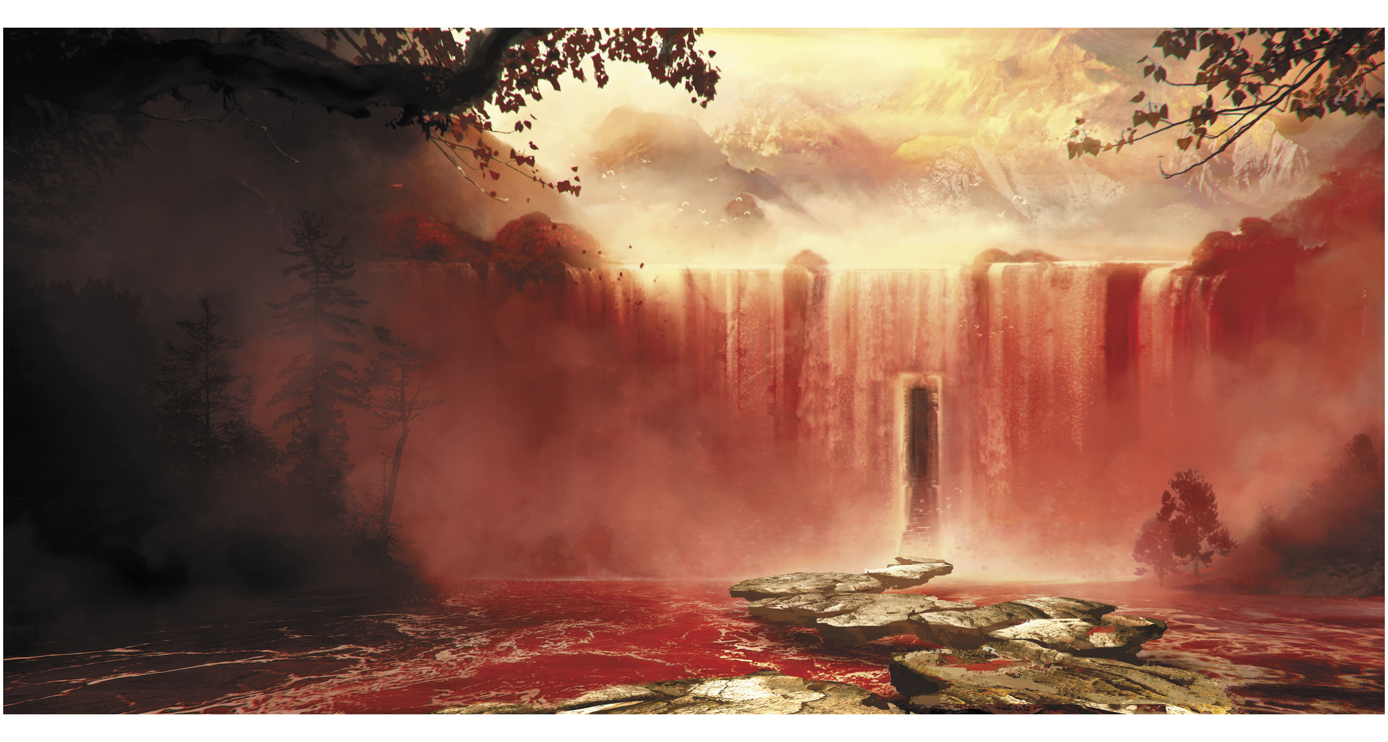


What was really exciting about Shangri-La, particularly from a narrative and world-building perspective, was that it provided a blank slate. Everyone has a different concept, understanding, or idea in their mind of what Shangri-La represents.

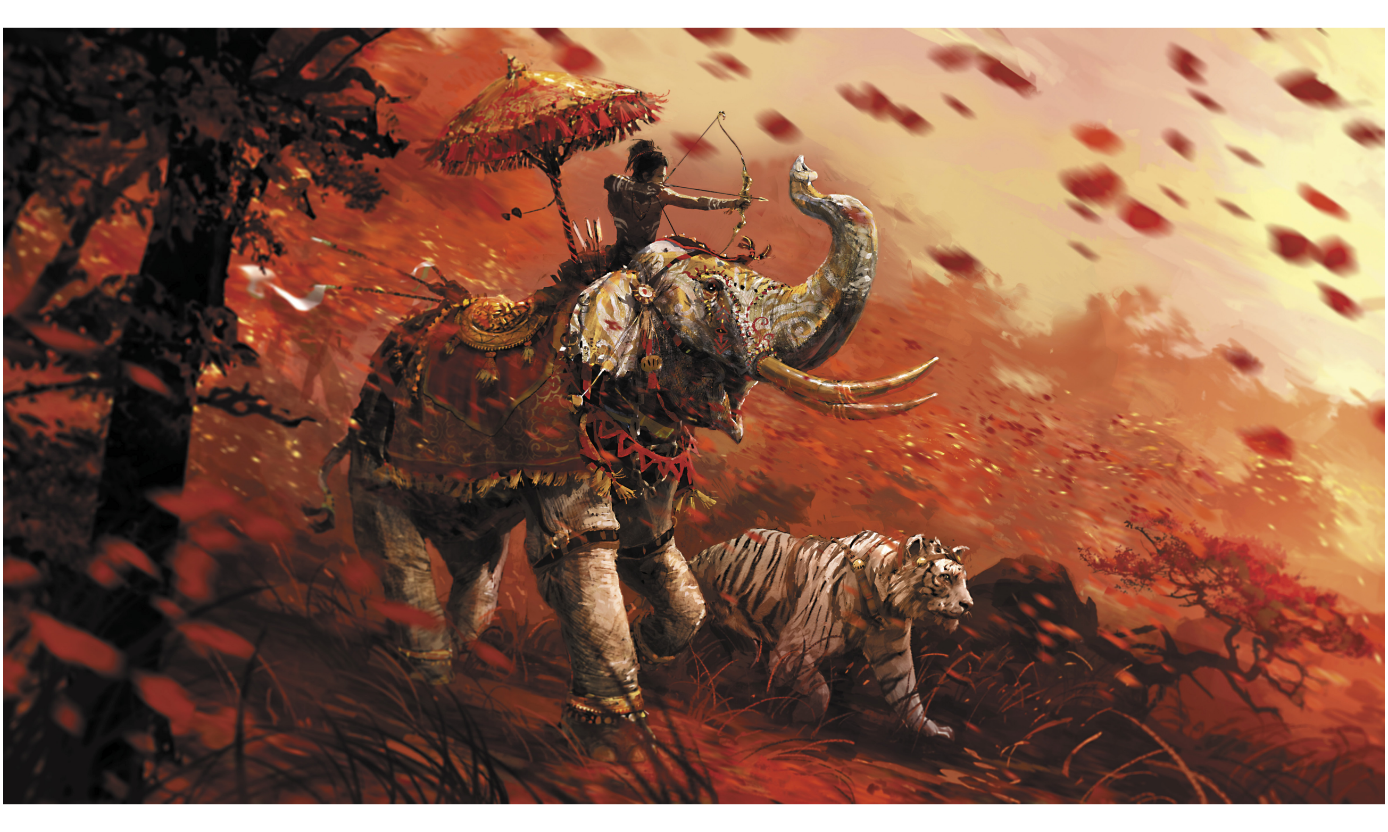
Ask five people what their concept of paradise is and you'll get five different answers. This was both a blessing and a curse, in that it's great to have so much freedom, but it's incredibly difficult to create limits and logic to nail down a playable world from scratch. It was an incredible world-building experience at a highly-focused level.



We tried not to limit ourselves in terms of what had come before, such as the Tibetan Buddhist myth of Shambala or James Hilton's novel *Lost Horizon* from the early 1930s. We wanted to create something unique to *Far Cry*, and became inspired by a few specific elements: the concept of Enlightenment being tied to the ring of a bell, a hidden paradise in the Himalayas, and the trials a Kyrati must endure to become a warrior. With this in mind, the net of influences then grew wide, from legendary folklore to recorded history. Everything from the Twelve Labors of Hercules to the legendary stories of the Gurkha warriors in Nepal. To aid in creating our own unique vision of Shangri-La and formulate a living, breathing legend we created a narrative world bible. This put a story and gave meaning to every symbol, demon, statue, and fantastical element players will see in Shangri-La.

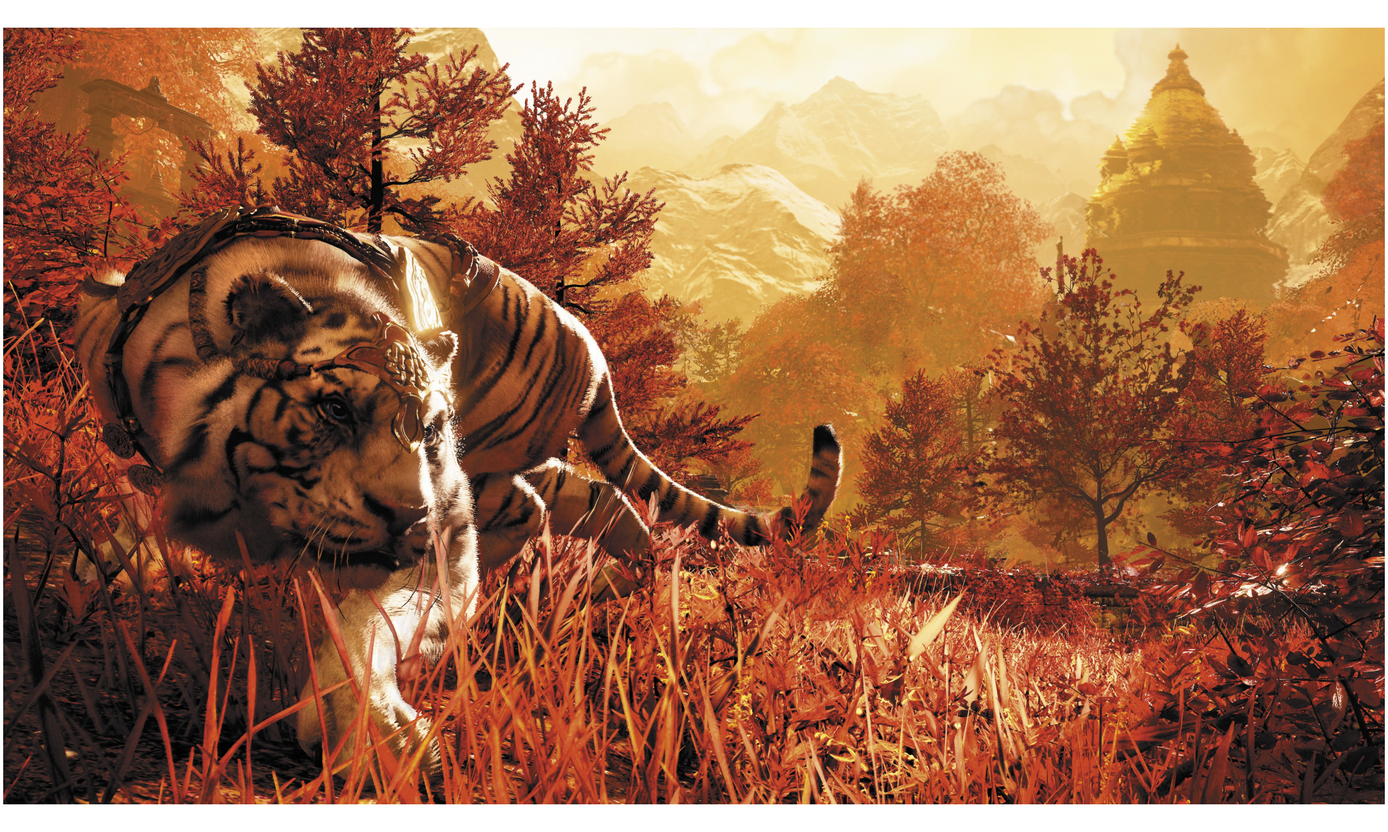


Even the red rivers and lakes have a corresponding myth associated to them. Now, not all of these meanings are immediately evident to players, nor were they ever meant to be. It was much more important to us that the player feels as though the world of Shangri-La is alive and has a hidden, mysterious logic that drives its inner workings.



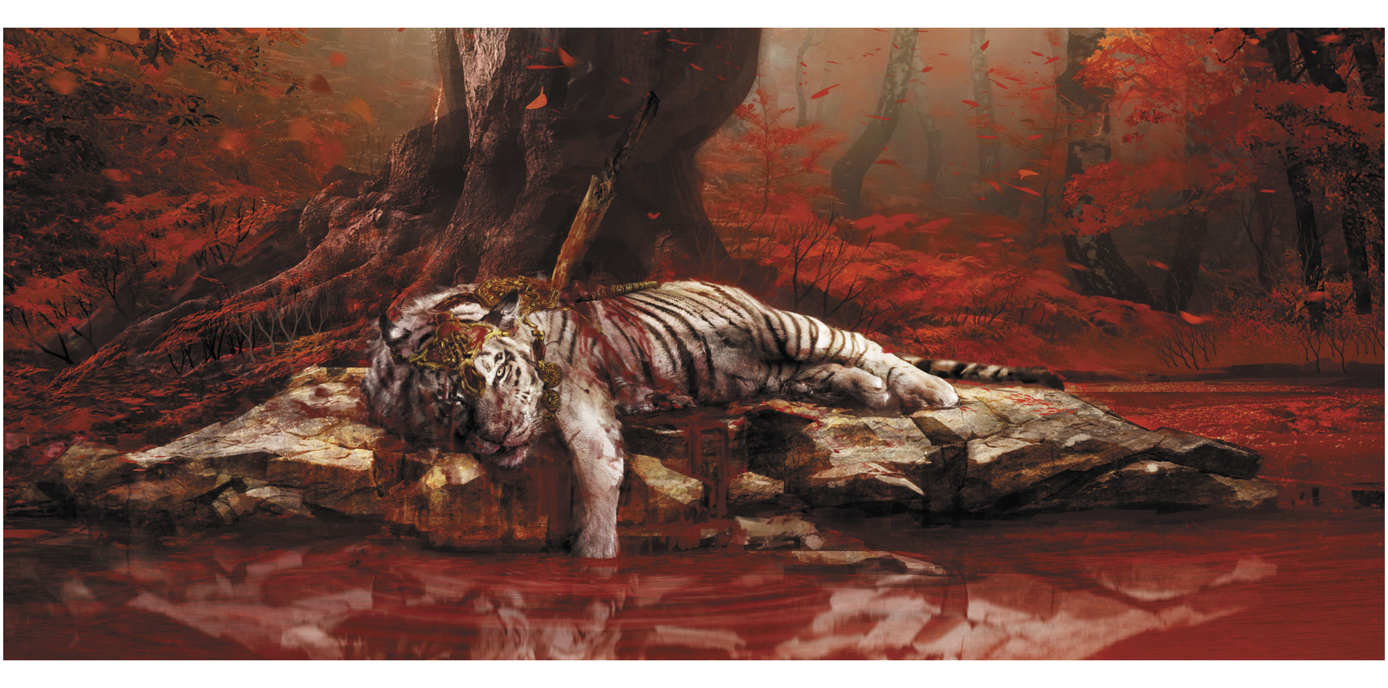
Kalinag is an invention—one that we wanted to embody the ancient warrior traditions of the region, but that would have a distinct Kyrati representation that would befit a legend being told in present-day Kyrat.

The gameplay evolved through several iterations, just as the visuals and narrative did. The starting-off point was that, really, we couldn't imagine a version where the player had a gun—it didn't fit with the world logic we were wrapping our heads around. So right off the top, we discarded a big piece of the *Far Cry* puzzle. For the rest, though, we had such strong gameplay genes—we didn't need to look far for inspiration.

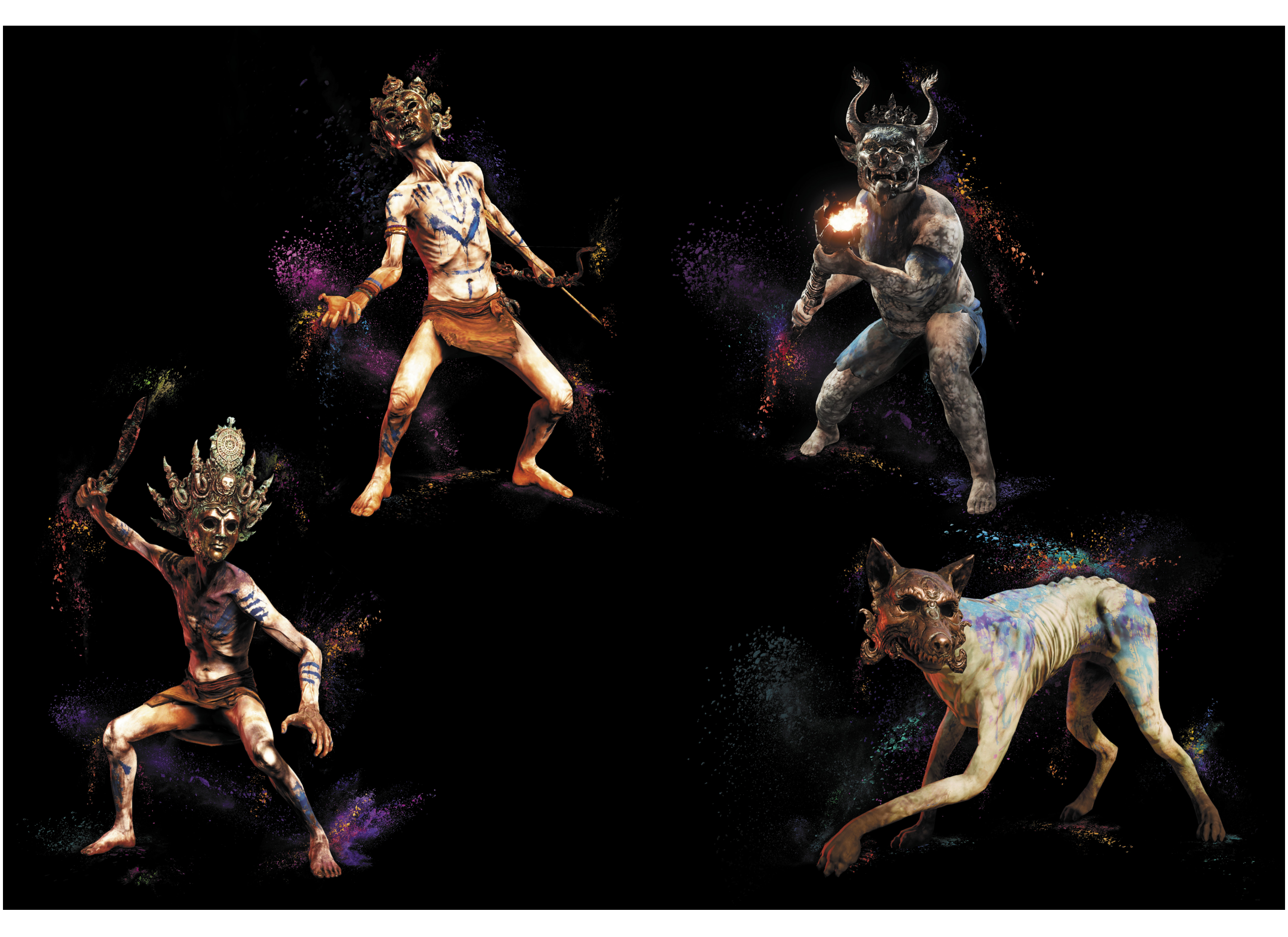


The tiger, on the other hand, was a long journey. It was on the whiteboard at our first brainstorm, but then it was cut, because we weren't sure we could do it at the required quality level within our timeframe. It came back, though, really because it had to—I can't imagine a Shangri-La without its Protector.

The big theme we used for the demons' behaviors was "sacred under attack". The reasoning was that what makes Shangri-La so special is that it is the land where the mythical god Kyra meditated to achieve Enlightenment—thus forming a beautiful and sacred paradise, a place where others can attempt to achieve the same level of consciousness.



The worst that could happen to such a land is that it would be defiled.



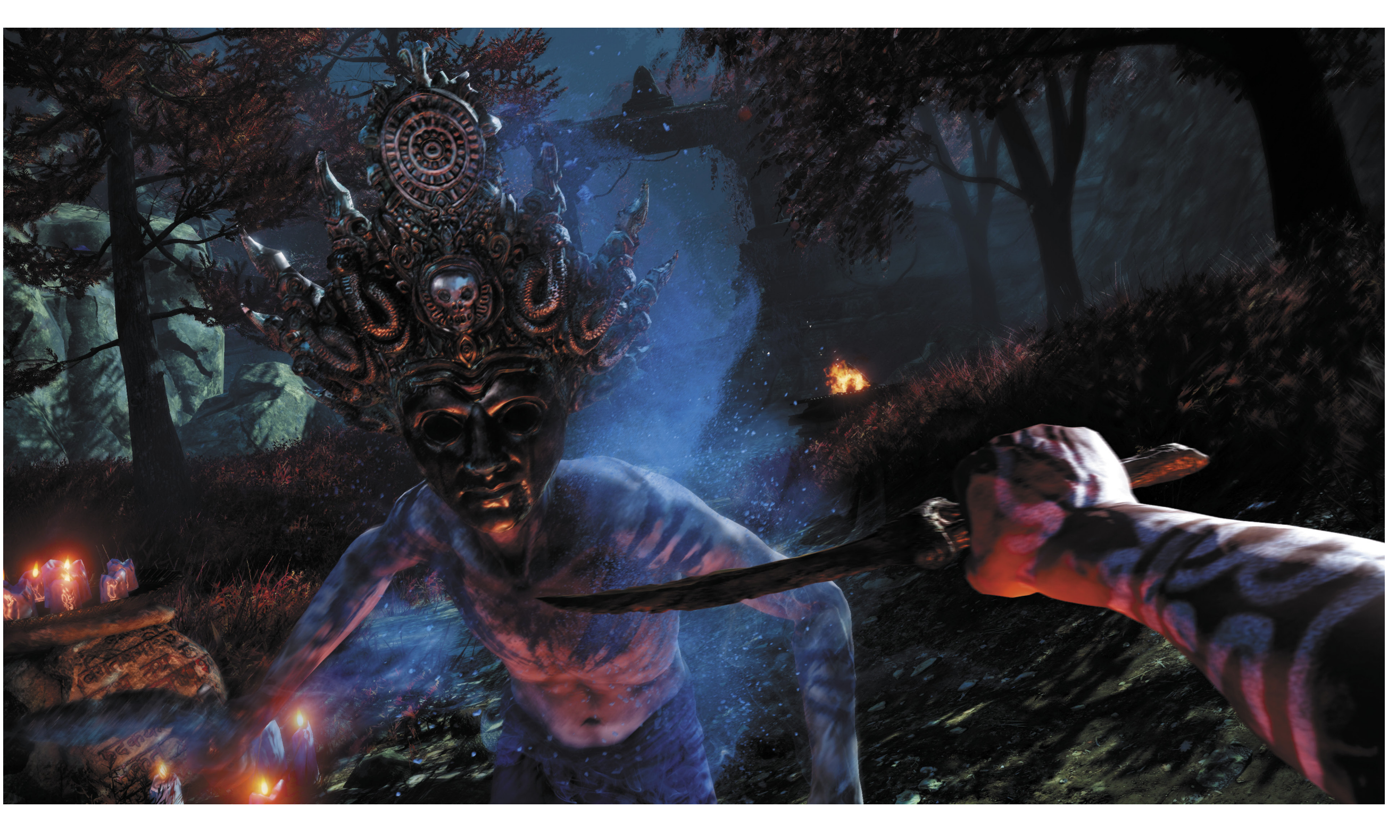
It was important for us that these demons wouldn't just be mindless drones, so we further developed the concept of the Unknown, a plane of existence where all our demons and the Rakshasa come from.

Good villains, despite however evil they might be, will draw some level of empathy from the player. So I ran with the idea that Rakshasa has brought all these demons with him into Shangri-La, and they simply don't understand the world they are in; thus the demons are compelled to destroy it and rebuild the land to something that makes sense to them.

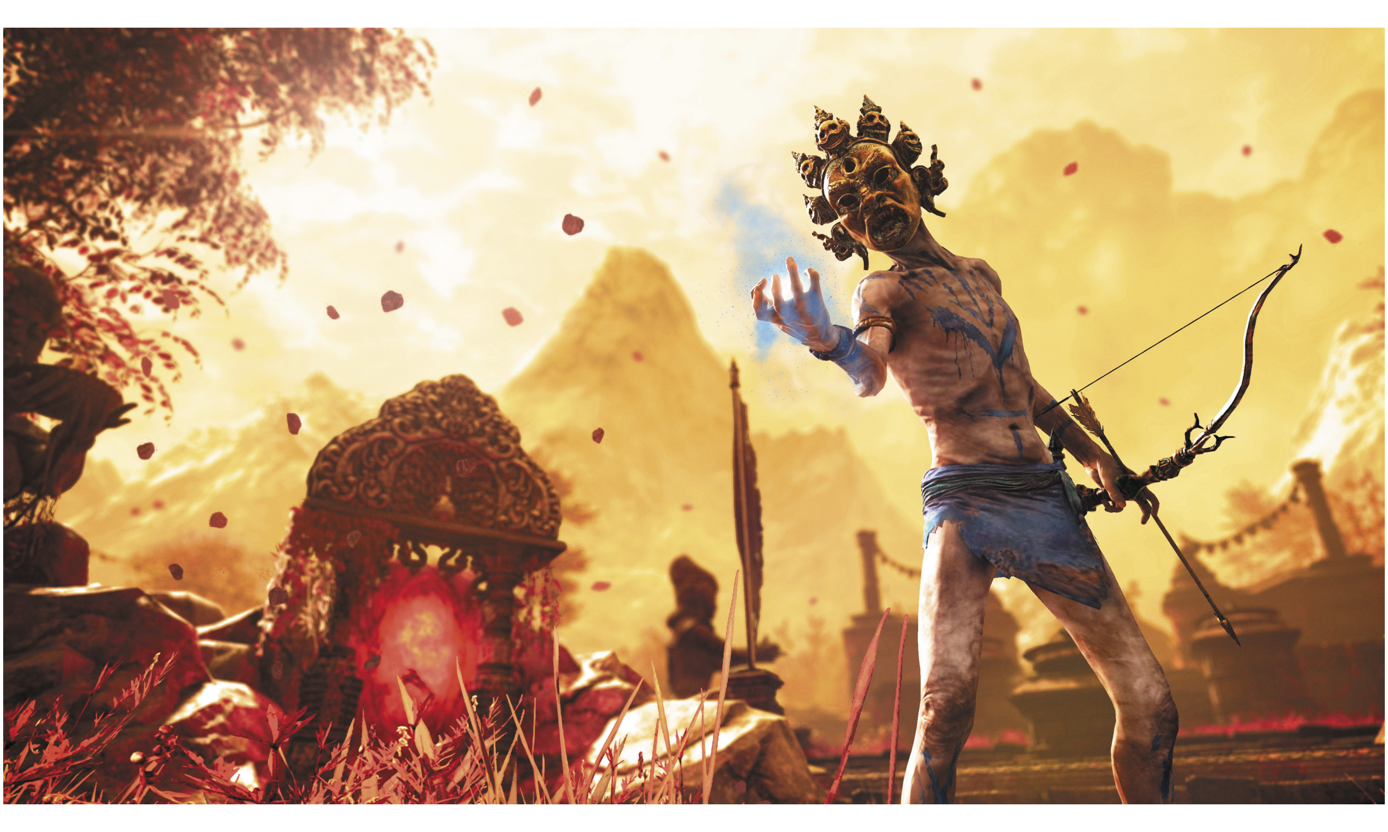
You'll often hear the demons say Rakshasa's name, namely because he's all they understand.

Moreover, sacred traditions under threat is a consistent theme throughout the game and it's something that we felt was important to parallel in the Shangri-La missions.

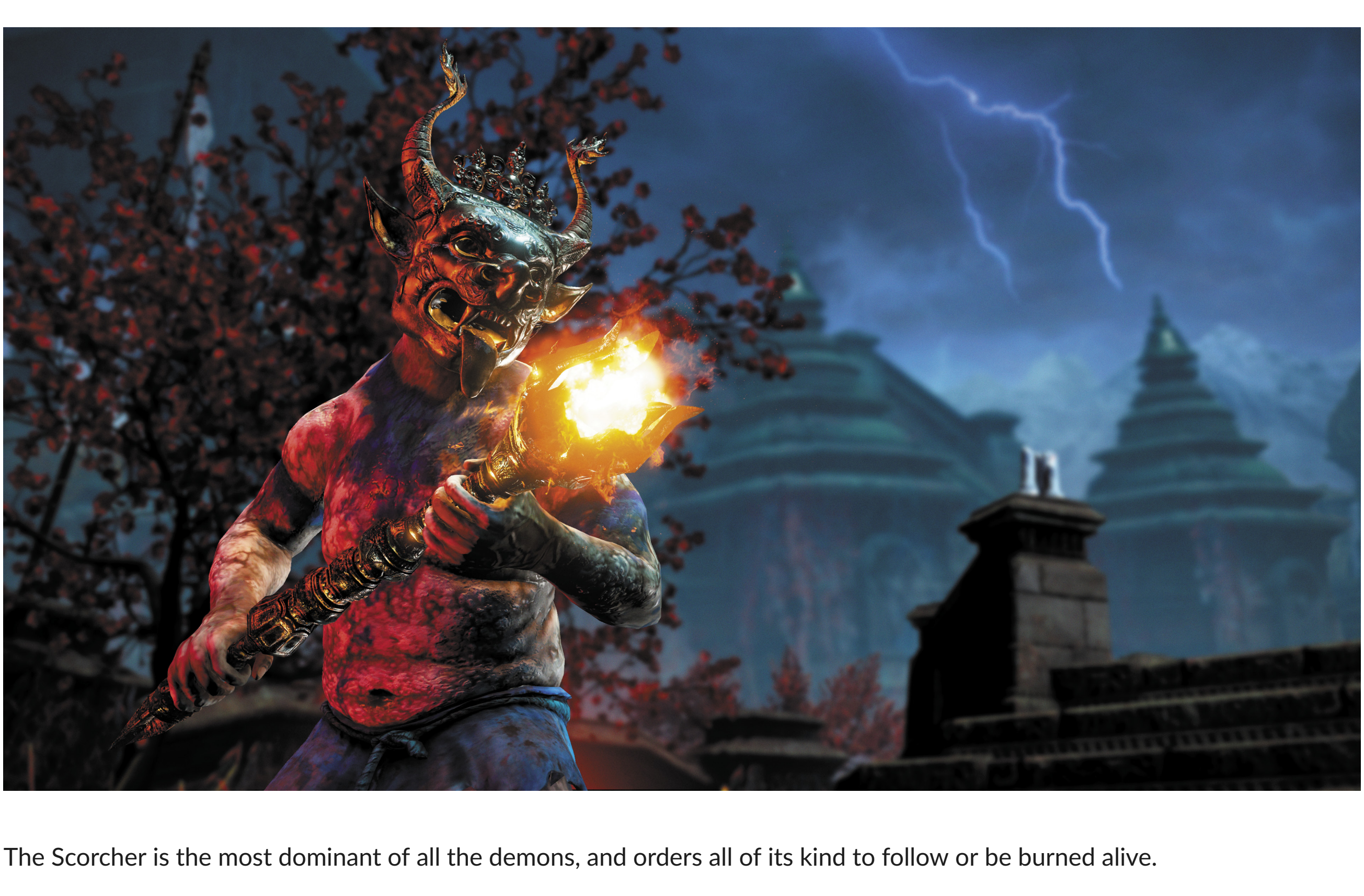
To ensure diversity in the demons' characteristics we had four classes with very distinct personalities . . . .



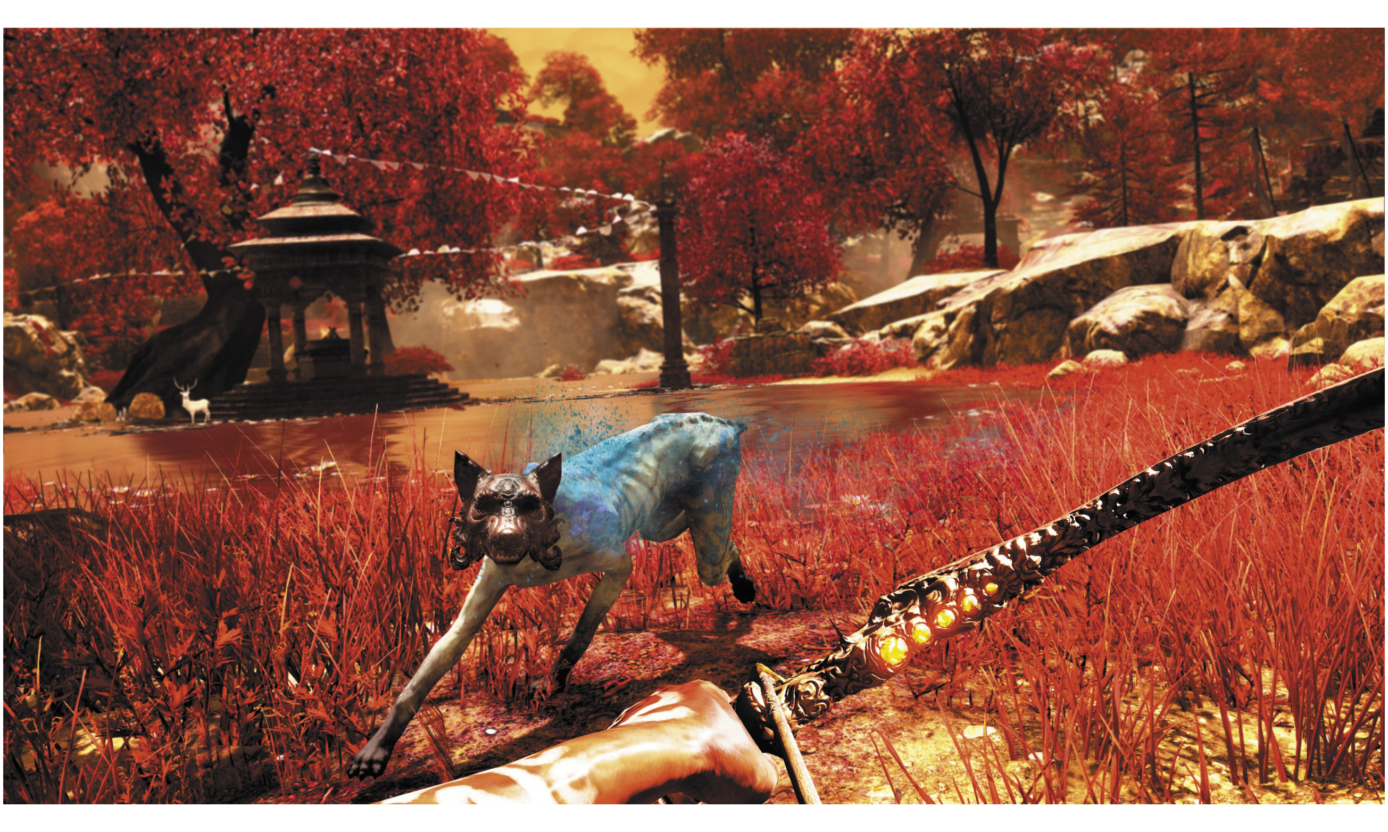
The Butchers have a maniacal, petty, twitchy, single-minded behavior—they want to destroy, plain and simple.



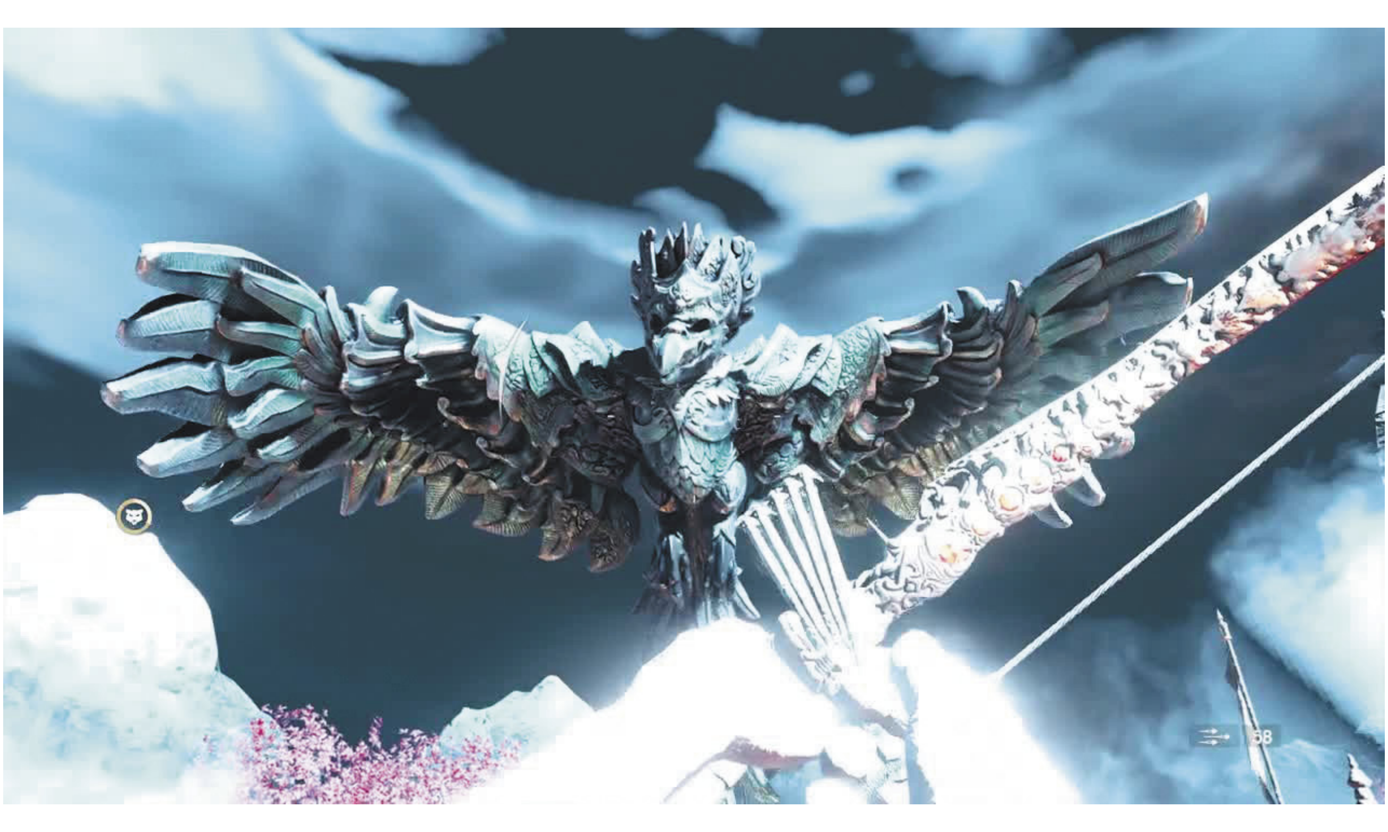
The Lurkers, our hunter class, are more sophisticated, intelligent, patient, and attuned to the land, with the ability to summon powerful beasts from the Unknown.

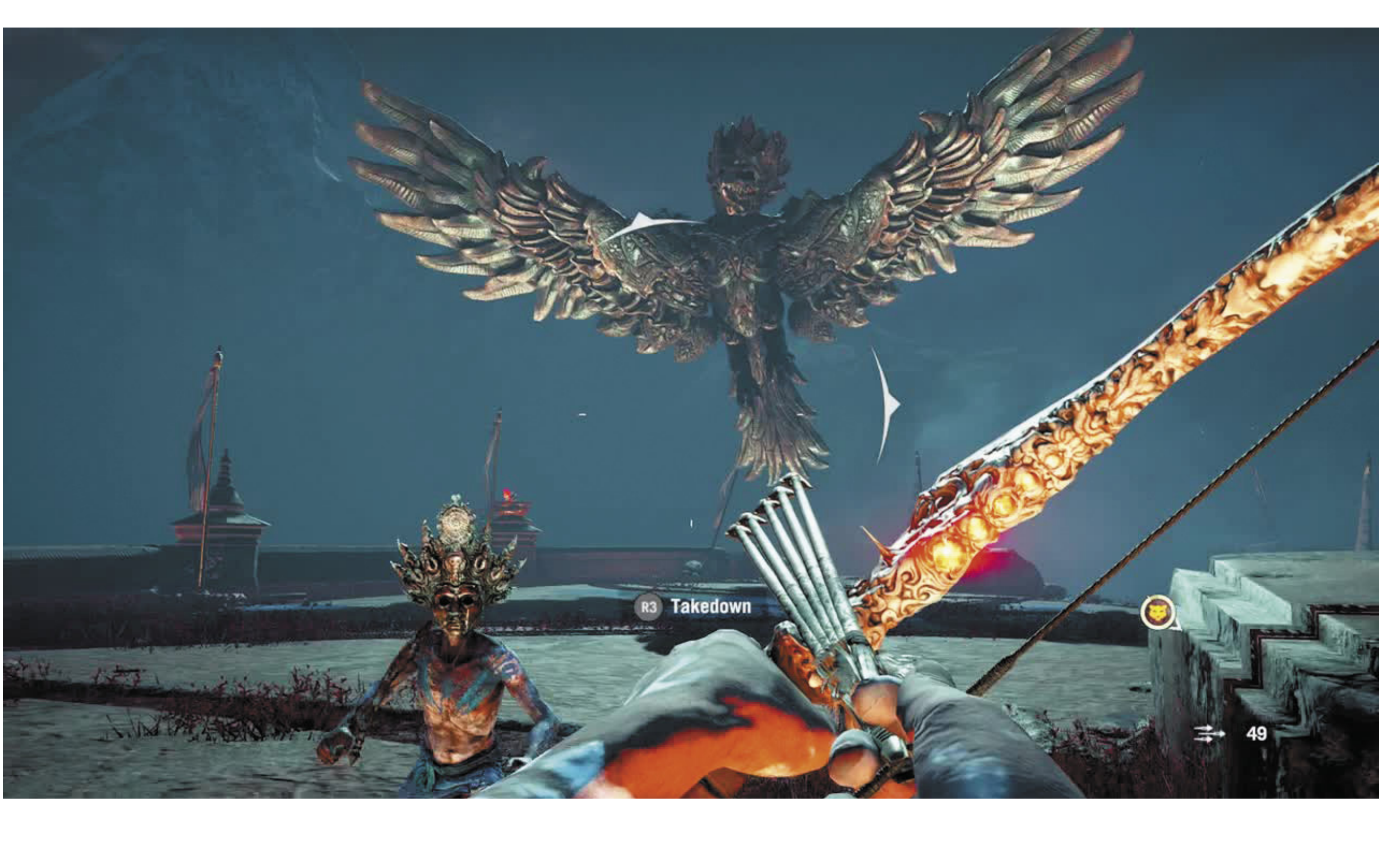


The Scorcher is the most dominant of all the demons, and orders all of its kind to follow or be burned alive.



The goal was to create distinct personalities that would be identifiable for gameplay, but dynamic and consistent with the universe we were building. The goal was for this dynamism to cascade to the voice casting, design, performance, and animation.



The Rakshasa is also an invention, as winged creatures in many Asian and South-Asian cultures, such as the Hamsa or Garuda, are symbols of purity. That's not what we were really looking for with Shangri-La's villain. So we came up with the idea of a demon from another plane of existence, what we called the Unknown, entering the world of Shangri-La and taking possession of one of its winged statues, subverting it for its own purposes. This is why the Rakshasa is made of bronze and so powerful.